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PSM3

September 2006
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PSM3 Start

"This is the only place to see the PS3 difference"

First of all, a warm welcome to you if you're a brand new reader. We're certain you'll love the world's first PlayStation 3 magazine. Or are you a PSM2 reader? If so, then allow us to greet you like an old friend. This is PSM3, the next generation of PSM2. It's a mag that looks better and offers more, but retains the same opinion and style that we know you love. We've got 16 extra pages, two discs instead of one and an absolute motherload of awesome PS3 content. Our aim is to enable you to see what we're calling 'the PS3 difference'. The games look better, the experience is more involving and the excitement of playing PS3 is off the scale. We're sure you'll see what we're talking about. Email us and let us know what your think.

Daniel Griffiths Editor
psm3@futurenet.co.uk

In the making of this issue of PSM3...
124 cars were crashed
20,019 bullets sprayed
20 songs massacred
3 wild animals baited
& 1 girlfriend rescued

The PSM3 Promise

The sharpest opinions
Every bit of the magazine is dedicated to giving you more information. If we're worried that a feature in a game isn't working, we'll not only tell you about it, but we'll have a word with the developer too.

The biggest games
Fact is, if a game makes it into the pages of PSM3 then it's something worth knowing about. PSM3 says no to lazy page fillers and boring 'me too' games.

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Three to read first...

"Why you'll buy a PlayStation 3: the aircraft carrier scene"

We reveal the incredible **Army Of Two** to the world. Exclusive feature – page 22

"A masterpiece of PSP programming"

First review of **Tekken Dark Resurrection** – page 70

"PlayStation 3 gamers will be treated to one of the best games of all time"

Believe the hype. This Christmas **Half-Life 2** hits PS3 in super-enhanced form – see page 8

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The PlayStation 3 Magazine

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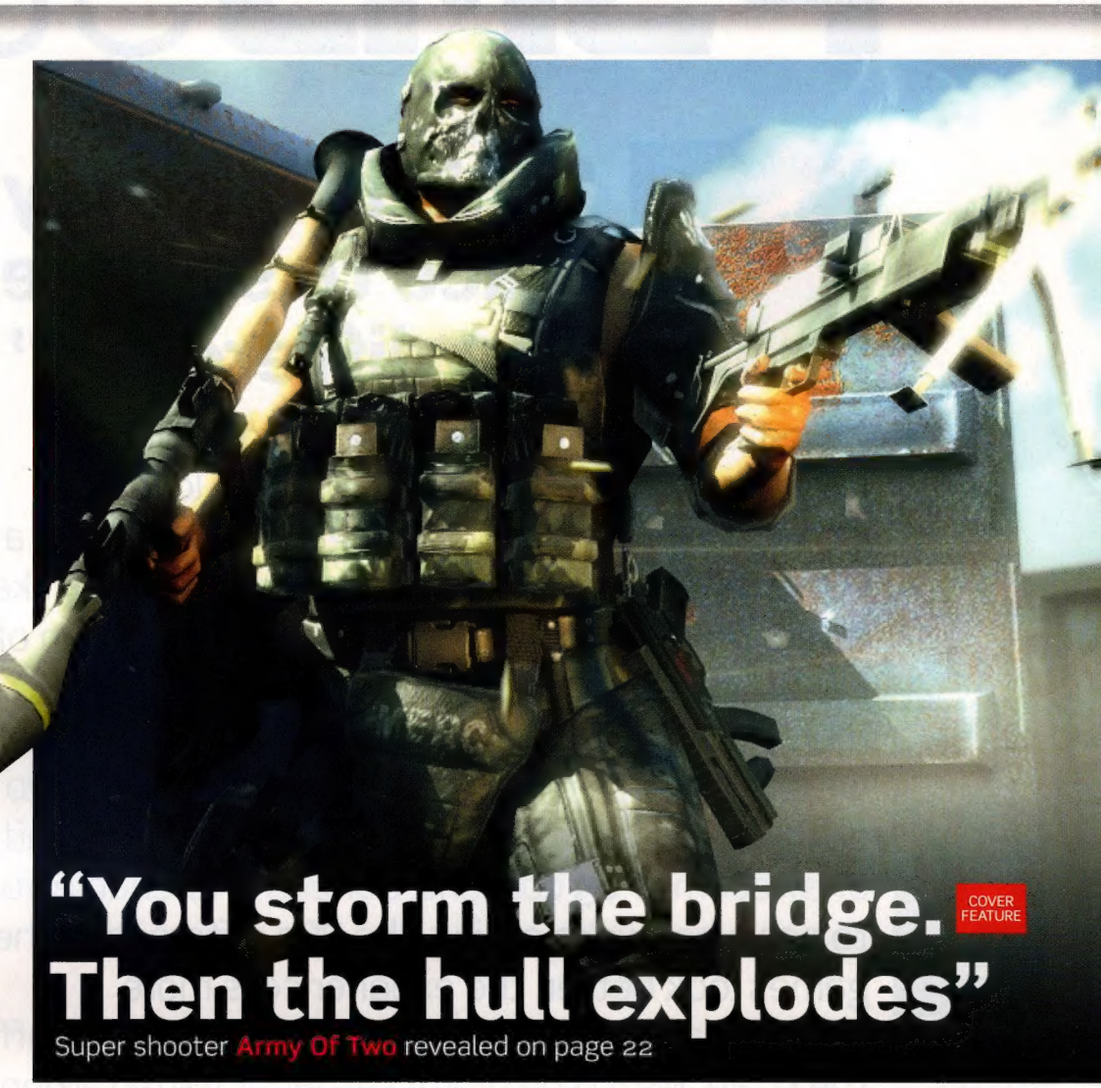

"You storm the bridge. Then the hull explodes" COVER FEATURE

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"20Gb PS3 may never be released"

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Peephole

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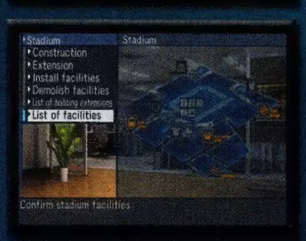

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Call of Duty 3

See the awesome trailer of PS3's hottest new launch game. You simply won't believe your eyes.

Resistance: Fall Of Man

Watch the aliens invade '50s Britain in this astonishing PS3 FPS stunner.

Metal Gear Solid 4 Movie

Witness the full-length 15 minute trailer for *Guns Of The Patriots*. PLUS Kojima interview.

Half-Life 2

Gasp in awe at *Half-Life 2*, the just-confirmed smash hit that's getting its definitive version on PlayStation 3.

+ Our fabulous voice over reviews | **Lego Star Wars 2** | Prey | **Koj speaks!** | Smackdown 2007 | **Stranglehold** | FFXII | **God Of War 2** | Secrets | **Easter eggs**

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Frontline

Hard news, all PlayStation action

PS3 UPDATE

Half-Life 2 invades PS3 this Christmas

It's the ultimate *Half-Life* package and it's coming to PS3 this year. Here's why we're so excited...

Phenomenal first-person shooter *Half-Life 2* will debut on PS3 before Christmas, with new single-player and *online* game modes. It's being billed by developers Valve as "the entire *Half-Life* experience". PS3 gamers will be treated to a graphically-enhanced version of the PC blaster hailed as one of the best games of all time (and described by sister magazine PC Gamer as, "The definitive statement of the last five years of first-person shooters," receiving their highest review score ever of 96%). We'll also get not one but *four* additional modes that could be sold as games in their own right. It's a staggering addition to the PS3 line up, and one of the best value packages in console history.

New to *Half-Life 2*? It's the game that changed the rules of first-person shooters, with its superb depiction of alien invasion, near-seamless integration of plot and action, dramatic vehicle sections (including lightning quick dune buggies and hovercraft) and revolutionary physics – exemplified by the now-legendary gravity gun, enabling you to toss almost *any* object around at will. More than a cosmetic enhancement, it created open-ended ways to combat your foes – like slicing them in two by firing circular saw blades through the air. You get the full, graphically enhanced *Half-Life 2*. Plus this lot.

Dual ownership

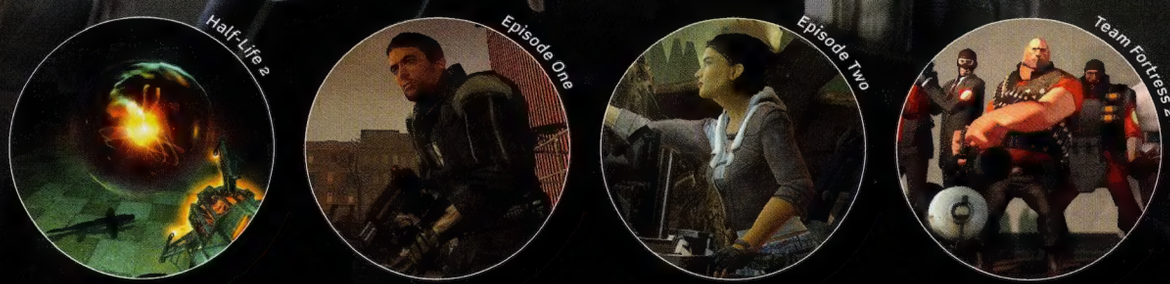
One of the most surprising things about *Half-Life 2: Episode 2* is that it's being co-developed with EA. Valve head-honcho Gabe Newell, announced the shock news at EA's Studio Showcase in San Francisco recently. This could mean that EA are looking to buy the franchise, like they did with *Burnout*, but Valve are hardly likely to sell.

Serial thrillers

The new modes are: *Episode One* (the six hour long 'aftermath' to *Half-Life 2* recently released on PC), *Episode Two* (the hotly-anticipated follow up, debuting at the same time on PC and console), *Team Fortress 2* (a hugely popular online squad based shooter), plus *Portal* (a brand new single-player adventure featuring the innovative 'portal' gun – see 'How *Portal* Works'). Original developers Valve are working in conjunction with Electronic Arts to optimise the visuals for PS3's complex but powerful architecture.

Episode Two is the second instalment of a trilogy set after the events of *Half-Life 2:*

ON THE DISC
See the top trailer for *Half-Life 2: Episode 2*
DVD/PS3/Latest



Selection box You'll be getting all these editions of *Half-Life 2* in one package. How totally brilliant is that?

Episode 1. More than simple add-on packs, but not quite full games at around six hours each, the bundling of *Episodes One* and *Two* adds up to over twelve hours of single-player gaming, on top of the 20-plus hours of the main game. This is something of a significant milestone: not only does the simultaneous release of *Episode 2* prove PS3 games can be developed alongside high-spec PC titles but, most notably, paves the way for *Episode 3* to appear as an online download on Sony's PlayStation 3 network – though this is yet to be confirmed.

Valve have signed up movie special-effects supremo Gray Horsfield (who worked on King Kong and the Lord of the Rings trilogy) to add a touch of Hollywood gloss to *Episode 2* – including a scene from the trailer where a bridge creaks and snaps under its own weight. Plus the giant tripods that stalked you through the PC version will now smash through destructible walls, increasing the drama.

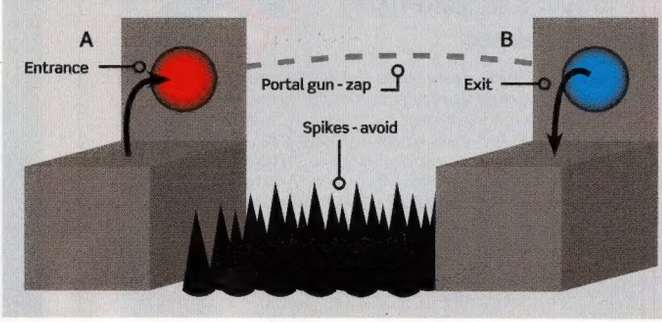
The most intriguing addition, however, is *Team Fortress 2* – the sequel to the online squad shooter, originally created by fans using a modified version of the *Quake* engine. Using nine soldier classes, including a pyromaniac with a flamethrower, a Stetson-wearing sniper and a pistol-wielding spy, it's a battle to steal your opponent's territory. For next-gen systems, the game's original realistic look has been replaced with a stylistic sheen. However, we're told that there's a chance it might not arrive with the rest of the package – which would be a shame. If not, we should expect *Half-Life* to be a repeat-performing star of Sony's new download system.

Pub EA | **Dev** Valve | **ETA** December

Analysis New adventure

What's the new *Portal* game all about?

Tucked into this *Half-Life* package is a genius puzzle game called *Portal*. It's all set in the *Half-Life 2* world and the premise is simple – get from one side of a trap-filled room to the other. You do this with the new portal gun. First choose your exit point and blow a hole in the wall. Your next shot will blow an entrance hole. Step through entrance (A) and you emerge at exit (B). Get it? But it's not all about zapping across pits of spikes. You can send heavy crates through the portals to topple gun turrets and can even blast your way through the scenery while chasing someone down. It's a totally new, brain-mangling challenge.



ON THE DISC
See the 15-minute *MGS4* trailer and Kojima interview
DVD/PS3/Coming Soon

The Opinionator

"High-definition games? That's not the future"

It's easy to see where Sony's intentions lie. Microsoft started all this talk of the "HD era" with its Xbox 360 and Sony are going one better. The result is a world of higher definition, even more pixels on screen and an ever greater strain on their (admittedly very powerful) PS3. But consider this: is hi-def really the way to go? Just what is it that makes an image truly become real?

Get real

Does screen res have anything to do with in-game 'reality'? We don't think so. Evidence? Take a look at your standard-def TV. That news footage looks real enough doesn't it? We'll go one further. How about phone videos? Yes, those scratchy, dark, blurred messes of pixels that you shoot on a whim and flash to your mates. Are you ever in any doubt that what you're looking at is real? How *terrible* is that quality, and yet what you're seeing *really happened*. But consider how many pixels are making up the image. What is it? 320 by 240? Hardly 1920 by 1080, then. And at 16 frames per second? And yet, for all its cruddyness 'phone video' remains undeniably 'real'. Here's a twist.

Get physical

How about game makers use PS3's power properly. Instead of ever more hi-res games, they make 'low-res' games that actually are indistinguishable from real life.

Imagine a game played through the eye of a phone camera. A game with fat 320 by 240 pixels where PS3 wasn't used to pump more 'detail' into plastic characters, but was used to perfect physics, animation and lighting. Imagine it was a survival horror game. Imagine you're trapped in a city crawling with zombies. And now imagine how much scarier and much better it'd be. **Daniel Griffiths**

Myth-Buster

SEEN THIS?

Sony will stop you buying second-hand PS3 games

THE TRUTH

Sony are said to have patented technology to prevent you from ever selling your old games. Rumours stated that when a game is inserted into your PS3 it'll then be rendered incompatible with any other machine. And you won't actually own the disc you buy – you'll just own *the license* to play the game, the game never actually being your property and (as it 'belongs' to Sony) making it illegal to resell... Good news? Sony have basically laughed the idea off, so it won't happen – but we'd bet our skin that they at least investigated the idea. After all, they'd far rather you bought new games, rather than second-hand titles that rob them of further profits. We reckon that only the backlash from PS3 fans put paid to their plans.

Thrill List

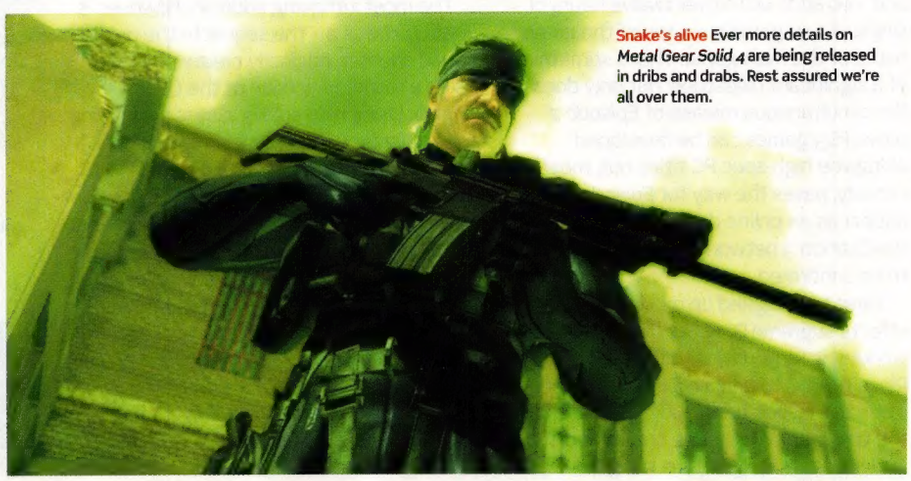
The latest news on PlayStation's hottest games, every issue

1 Metal Gear Solid 4: Guns of the Patriots

New character clues emerge

Kojima Productions' website (konami.co.jp/kojima_pro) have released glossy *MGS4* wallpapers that show, for the first time, full body shots of the game's main characters. Among the stars are Raiden, Colonel Campbell and Meryl, which reveal a few details. We noticed a badge pinned to Campbell's chest – – showing allegiance to one of the private military companies Koj bangs on about? We also noticed Meryl's earring, made from a bullet. Could this be the shot that Sniper Wolf almost killed her with in the first *MGS*?

Pub Konami | **Dev** Kojima Productions | **ETA** 2007



Snake's alive Ever more details on *Metal Gear Solid 4* are being released in dribs and drabs. Rest assured we're all over them.

"The series' greatest levels in a loading time-free world"
Tony Hawk's Project 8 page 13

From left to right: Colonel Campbell, Naomi Hunter, Meryl Silverburgh, Solid Snake himself, Raiden, Revolver Ocelot and Otacon. Visit konami.co.jp/kojima_pro to get these as wallpapers for your PC or even PSP.

2 Assassin's Creed
What a knight

The medieval Crusading stealth game continues to impress with news of its unique Tolerance system. Because most of your assassinations take place during the day, you have to use bustling crowds as cover. As you walk among the masses to reach your target, you can edge through spaces and gently palm folk out of the way. But if you start bumping into people or acting strangely, the Tolerance meter will flicker and the guards will start to get suspicious. It's a remarkably natural approach to stealth and the rest of the game follows suit with its monumentally realistic physics. Fights have real weight and momentum, and if someone hits you with a sword, you won't lose five health points and keep running, you'll fall on your arse and die. Horribly.

Pub Ubisoft | **Dev** Ubisoft | **ETA** 2007

3 Sonic The Hedgehog
Hands-on test

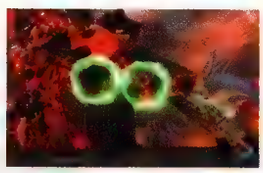
We've just played the latest version and can confirm that the 'hog is back on form. Forget *Riders* and *Heroes*, this is a proper Sonic platform game and it's faster than a Japanese bullet train. We tore through a sunny level reminiscent of the classic Green Hill Zone, and discovered gameplay like a racing game with levels forming 'tracks', rather than being wide open. That doesn't mean it's linear though – there are secrets and alternate routes hidden everywhere.

Pub Sega | **Dev** Sega | **ETA** November 2006

4 Final Fantasy XIII
Battle system latest

Square Enix have released a handful of new *FFXIII* screenshots, but they reveal very little we didn't already know – the female lead character, the gunblade and the slick, futuristic visuals. We have learned, however, that the battle system will take place on a 3D grid that you can move freely around, as in *FFXII*.

Pub Square Enix | **Dev** Square Enix | **ETA** 2007



Top to bottom *Sonic*, *FFXIII* and *Heavenly Sword* – all are shaping up very nicely indeed.

5 Heavenly Sword
Ex-hobbit helps out

This *Onimusha*-style slash-'em-up is easily one of PS3's most exciting launch games, with some gorgeous flowing action and a tasty-looking heroine with more acrobatic skills than a thousand gymnasts. The game features the voice and likeness of Gollum himself Andy Serkis, and word has it the rubber-faced virtual thesp will be lending his creative touch to the game's designs. All in all, this is shaping up to be a PS3 big-budget epic.

Pub Sony | **Dev** Ninja Theory

ETA November 2006

Spin monger Rockstar have not confirmed that *GTA4* will use their *Table Tennis* graphics engine.

PS3 SCANDAL

GTA4 lies exposed

Ping Pong rumour unconfirmed

grand theft auto IV™

"*Grand Theft Auto 4* will be powered by *Table Tennis* RAGE!" cried the internet news sites, forgetting to actually check whether this was true or, er, total balls. The original story claimed that *GTA4* would use the same graphics engine, RAGE, as Rockstar's recent *Table Tennis* game on Xbox 360. However, Rockstar are yet to *confirm* that this is the case. On the flip-side, they haven't *denied* it either, so the speculation could rumble on. Sigh.

GTA4 facts? The game will be out on PS3 in the UK on October 17, 2007, and will be developed by Rockstar North – the team behind the previous *GTA* PS2 games. Rockstar have released a logo and... that's it. Rumour suggests the game could be set in Europe, with an online focus, but this is unfounded. One thing is certain, PSM3 will be the first to break any genuine info.

Pub Rockstar | **Dev** Rockstar | **ETA** October 2007

At a glance

Stupidest rumour It'll be set during the 1970s.

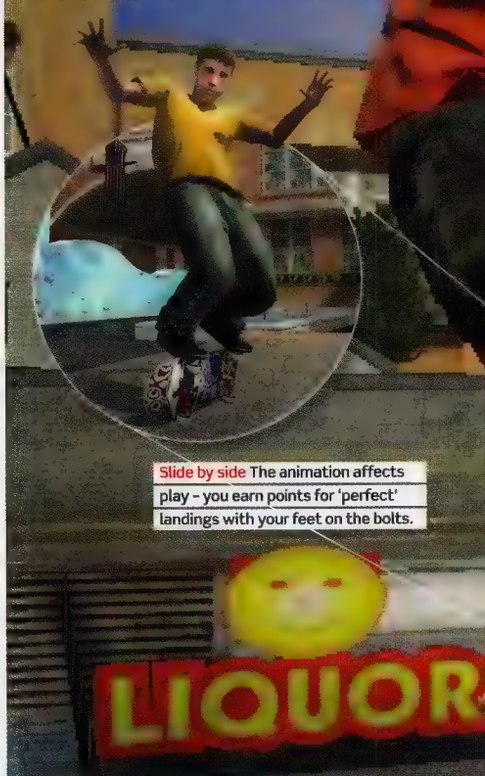
Stupidest hoax A 'leaked' screenshot featuring a woman carrying a mace while walking down a screenshot from Sega's *Crazy Taxi*. Duh.

Closest thing to a fact The script will be written by Dan Houser and James Worrall, the man who wrote *Manhunt*.

PS3 SCOOP

Tony Hawk's Project 8

Classic levels confirmed – with a welcome twist



Slide by side The animation affects play – you earn points for 'perfect' landings with your feet on the bolts.

The problem with *Tony Hawk* games is that they're either too easy or too hard. Experts might fling together nonchalant 500 trick combos and long for more taxing mission objectives, while beginners find the reflex-intensive button presses and bewildering trick lists too intimidating. The good news is that *Tony Hawk's Project 8* is perfect for both – the difference between Easy and Sick difficulty modes has never been greater. Better yet, the game combines the series' greatest levels into a unified, loading-time free new world.

Expect new versions of classic levels like Suburbia (*THPS3*), College (*THPS4*), School I (*THPS*), School II (*THPS2*) and Airport (*THPS3*), with richer texture

$ Best-Selling Game Evah!

Ideas guaranteed to sell a billion

The Pitch ***MX Rumble Mercenaries 07: HD*** **is the tolerably average 15fps, 1080p racing game that early adopters will *love* after forking out £2500 on a PS3 and HDTV. Join private military dispatch rider Viola Tootsoot as she skids around Cuba spraying dollar signs over government material, unfurling anarchic banners and wrestling irate female town officials. Are Viola's employers – a philanthropic corporation headed by Bill Murdoch Branson – hiding a dark secret? Or are they looking for an excuse for an upskirt shot every time you enter 'spray' mode?**

PSM3 Rating 77%

"The best 1080p nudey racing game yet!"

"Kill a fellow inmate or abide by the law?"
Splinter Cell: Double Agent page 15

Bad air day Your skater's skill levels can be seen in their animation – so street riders perform wonky ramp moves.

Pizza the action You need to 'pump' ramps to gain momentum for tricks like the one-footed Benihana.

details and more complex architecture – like the rooftop pictured above. Skate lines' – i.e. an unbroken scenery path that allows smooth linking of tricks – won't just exist in clusters, but flow from one end of the world to the other. However, it won't be possible to create 'cheat' combos – an old *THPS* quirk where you could use the scenery to accelerate from a near-standing start – as the game is now governed by real-world physics and momentum. If you want to leap a big gap, you need to build up speed using the game's multiple inclines.

THP8 could be the greatest *Hawk* game since *THPS3* and one of PS3's best launch titles. Hands-on report next issue.

Pub Activision | **Dev** Neversoft | **ETA** November 2006

The odds What will be in *Project 8*?

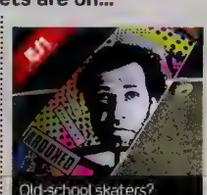
What new features can we expect? The bets are on...

'Nail The Trick'

Confirmed: *THP8* features a 'Nail The Trick' slow motion mode where you use the analogue sticks to take direct control of the skater's feet and perform tricks like kickflips, impossibles and heelflips using real-time physics.

'Chalk' challenges

Confirmed: 'Ambient' objectives include Chalk tasks, where subtle scenery markings indicate where you can, say, grind 100 metres, perform a big air or land a footplant to score bonus points. This encourages exploration.



Old-school skaters?

Partial speculation: in addition to confirmed popular real-life skaters like Stevie Williams, Daewon Song and Paul Rodriguez Jr, will Neversoft include more 'classic' skaters like street legend Mark Gonzales? Fingers crossed.

Fat men on scooters

Unlikely: bad news, Jackass fans – the days of riding around Barcelona on a Segway with a fat man wearing a nappy (like *THUG 2*) are long gone. *THP8* marks a return to the series' classic roots and we are delighted about that.

Teh Sexxor

Madness: while you'll be able to play as a male or female skater with a full wardrobe of licenced skate clothing, we doubt you'll be wandering around, hooters 'oot, like the abominable *BMX XXX*. Developers note: this is not a challenge.

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PS3 SCOOP

Need For Speed screeches onto PS3

From the city to the canyons in a plume of tyre smoke

Dog eat dog You'll be able to mod your car extensively and then screech around the canyons in it.

Need for Speed: Carbon is revving up, and this time the series demands you hurtle around canyon tracks, with one error of judgement mangling your drive into a ball of crushed metal and hurtling you down the mountain slope.

Carbon looks gorgeous: distant cityscapes glimmer with neon and the moon strokes every curve of your ride (all the races take place at night). There's even the chance to recruit a racing crew who will block or ram enemy drivers for you, with simple commands available from the D-pad. And, of course, you can still blow up gas stations to hinder the cops.

We played the latest version on PS3 but despite some frame-rate issues we're sure that *NFS: Carbon* will prove impressive. Lots more next month.

Pub EA | **Dev** EA | **ETA** November 2006

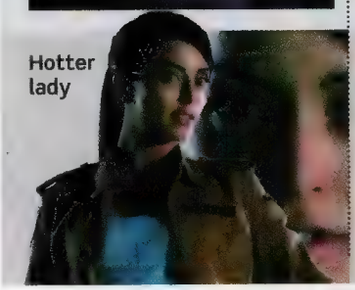
Modding Pimp your car, pull a star

Hot cars

Megapimp your ride

A new Autosculpt feature lets you customise every part on your car to unique standards – adopting *Fight Night's* create-a-boxer slider system to do so. You infinitely tweak the length of your exhausts, the width of your grill etc, or mould unique alloy wheels to create Frankenstein's SUV (if you want to). This makes your motor completely individual and instantly recognisable when you wheel her out for online races. Sweet.

Hotter lady



The glamour girl

Josie Maran is *so* last year. *Need for Speed: Carbon* is all about Hollywood actress Emmanuelle Vaugier. The star of Saw II and Smallville is set to play Nikki in *NFS: Carbon*, providing the token female flirtiness, chatting you up between races and no doubt ending up being your love interest. She was even on hand at a recent EA event but PSM3 couldn't bust through the cordon of geek that smothered her. Maybe next time.

It's all gone LocoRoco™
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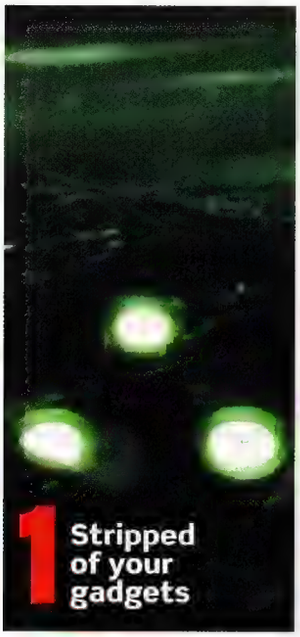
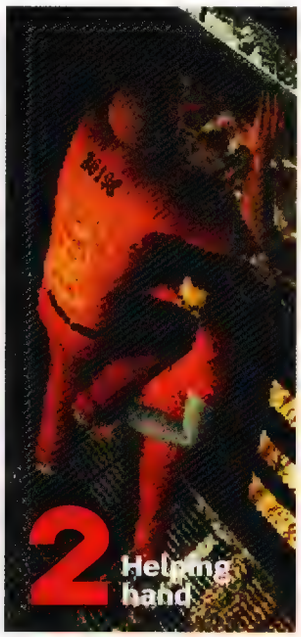
"A rocket blast blows the church tower clean off"
Call of Duty 3 page 11

PS2 PLAYTEST

Escape from prison in Splinter Cell: Double Agent

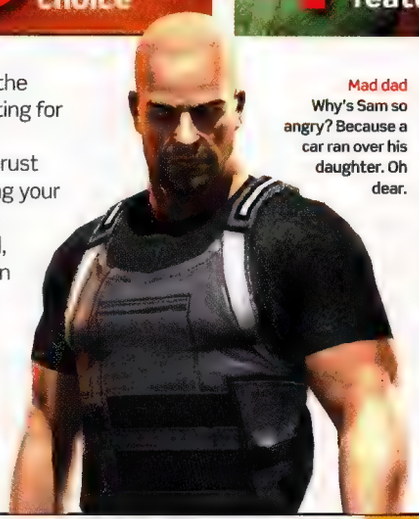
Sam's been banged up and it's up to you to get him out





We consider ourselves prison break experts, having seen both The Shawshank Redemption *and* Stir Crazy at least five times each. But nothing could've prepared us for Sam Fisher's escape to victory. Riots have broken out across chokey and he's been **stripped** (1) of his gadgets, including his guns and even his trademark night-vision goggles, which are tossed into the sea in the intro sequence. But with a **helping hand** (2) from a fellow con, Sam uses his stealth skills to evade guards and shimmy across shattered cell blocks. This is actually the second level of *Double Agent* – the first shows how Sam ended up in the slammer and it sees you fighting for survival, rather than the NSA.

The game features a new trust system. Certain acts will swing your allegiance towards either the good guys or the baddies and, in one scene, during the prison break, you have to **make a choice** (3). Will you kill an in-mate and gain the respect of your fellow cons, or spare his life, keeping the government happy? If you kill, your friend gives you a pistol later on, so sometimes it pays to be a bad. But while this is a new and improved *Cell*, many **classic series features** (4) make a return, including picking locks with the analogue stick, hacking computers to find door codes and, of course, Fisher's famous split jump. Another new feature lets you **issue orders** (5) to characters following you. The commands are basic, but telling someone to hang back or stick close can save your life. *Splinter Cell* is evolving, and Ubi are delaying release until it's good and ready this time.



Mad dad Why's Sam so angry? Because a car ran over his daughter. Oh dear.

Pub Ubisoft | **Dev** Ubisoft | **ETA** Nov 2006

Why We Love...

Hideo Kojima

Meet the sad, soulful and barking mad saviour of PS3

What has he done?

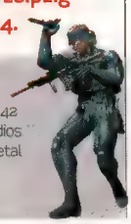
Kojima is the genius behind the *Metal Gear Solid* series, voted as one of the 10 most influential people in the world, by respected US periodical Newsweek, and hailed as "the "Peter Jackson of videogames".

Why we like him?

In an industry dominated by huge corporations and market research-led soulless game design, Kojima's individual, auteur-style approach thrills and appals in equal measure. Even if you hate *MGS2*'s endless cut-scenes and philosophical banter, it's hard to argue with anyone who packs his games with girly posters, monkey-chasing minigames and fourth wall-breaking in-jokes about the nature of gaming. Only Kojima could include a section where you climb a ladder for ten minutes (*in MGS3*) – after a *one hour* boss battle – forcing you to reflect on what's occurred. From his astoundingly honest online blog (see blog.konami.jp/gs/hideoblog_e/) to his frank interviews and mental analogies, Kojima is an almost lone visionary, mentalist and innovator in an industry that often feels like it's being run by robots.

What's he doing now?

Kojima is making *Metal Gear Solid 4* on PS3 – expect a new trailer at the Leipzig games show, Aug 24.



Who are you?
Name Hideo Kojima **Age** 42
Role Head of Kojima Studios
Key Games Snatcher, Metal Gear Solid, MGS2, MGS3, Z.O.E. and Boktai.

The Insider

He's the man who knows too much...

Good news! I have discovered that **Pro Evolution Soccer 6** on PSP *will* include a Master League option and a zoomed-out camera view. The source? A contact who's played an early version of the Japanese code – surprising, given that PSM3 were told by Producer Seabass at E3 that these features were impossible to implement. You might be interested to hear that the Xbox 360 version will be playable at the Leipzig Games Show in Germany from August 24 to 27 – if only because the mooted PS3 version (a whole new game and not a hi-res port of 360's **PES6**) will look *even better* when it debuts in early-to-mid 2007. The Leipzig Games Show (August 23-25) might also give a first glimpse of an actual, working **PS3**, with all the chips finally stuffed in the box – a sight absent from E3 – and, for the record, my Sony contact is claiming mid-September for delivery to PSM3 of prototype machines.

"Def Jam is getting a top secret new name and looks incredible"

PS3 is being positioned as a computer, confirms a leaked internal Sony Q&A, and claims that the 20Gb and 60Gb versions of PS3 are in fact "One product with different configurations" – which sounds sufficiently 'PC' to me. The Q&A implies that wireless add-ons may be compatible with the 20Gb version (which doesn't include Wi-Fi) by plugging in a suitable adapter, while an external device could also be used to read Memory Stick/SD Memory Card/Compact flash cards. In short, with the exception of the HDMI socket, every aspect of the 20Gb model could be upgraded using readily available, industry standard tech. The document also stresses PS3's backward compatibility, with PS2 and PSone games not only being converted from SD (standard definition) to HD (hi-def), but from interlaced images to progressive images i.e. PS2 games will look great on PS3.

WipeOut (ideal for the 6D wobble pad) and **This Is Football** have been inadvertently confirmed for PS3 via developer job ads on the Datascope Recruitment website (Sony's official employment agency). They'll be joined by **God Of War**, with creator David Jaffe recently hinting: "After last week, I am very confident of our chances to be able to complete the *God Of War* trilogy". **Devil May Cry 4** will definitely be playable at this year's Tokyo Game Show (September 22-24), but **Resident Evil 5** won't appear. Rumours abound that the first trailer was released before work on the game had even begun so Capcom are being understandably cautious.

Quickies? Expect top PC shooters **F.E.A.R.** (VU Games), **Prey** and **BioShock** (Take Two) on PS3 shortly after launch – they're only being mooted as 360 games due to complex exclusivity deals. Free Radical inform me their incredible looking shooter **Haze** will be subject to a cosmetic revamp, with the Mantel soldiers receiving new, 'cooler', more high-tech equipment. Finally, EA's next-gen, hip-hop brawler **Def Jam** is getting a top-secret new name, and the entirely rebuilt game has lofty plans to "reinvent the fighting genre". Don't laugh – I've seen it and it looks incredible, but am sworn to secrecy... for now.

Def by rebranding We'd love to tell you more about EA's PS3 scrapper – but you'll have to watch this space.

PS3 UPDATE

PS3 wages war on November 17

Call Of Duty 3 will debut on PS3 launch. Now *that's* a reason to fork out £425

Note the flyin'

You can trample the grass and it stays flat. Very next-gen.

Play the war from three perspectives: Canadian, British and US

The PSM3 Wrong-Righter

EMAIL PSM3 @
Spotted some Bertie Boilax in PSM3? Tell us: psm3@futurenet.co.uk

Squirting the lemon-fresh scent of truth over past issues

PS3'S PAD WON'T RUMBLE ☑ RIGHT

In our fabulous 'PSM2 Makes PS3' feature, we said of the console's controller: "It may lose the vibration units," among other (true) claims about it going wireless and not changing shape. In fact we were right about pretty much everything including the statement "It won't be £500." We were right! Just...

PSM2 61 page 28

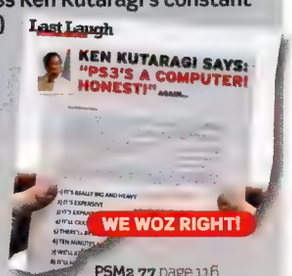
GTA: LCS – NEW PS2 CONTENT ☒ WRONG

"It could be a direct port or it could be a brand new set of stories for another character. We think the latter. Would Rockstar *really* foist an identical copy on us?" How naive we were. Our blinkered love for Rockstar made us expect a flashy new game by default. As it turns out, it *was* identical to the PSP version. OK, it was good, but that doesn't mean we weren't disappointed.

PSM2 72 page 20

KEN TO SAY PS3'S A COMPUTER ☑ RIGHT

He did it with PlayStation 2 and he's doing it with PlayStation 3. Sony boss Ken Kutaragi's constant claims (for a tax dodge) that "PlayStation is a computer, not a games console!" were recently trounced by the UK tax people, declaring ONCE AND FOR ALL that PS2 is a console after all. Just pay up and cut the computer crap, Ken.



PSM2 77 page 116

The last minute shots of big importance

The freshest pics, squeezed in as we go to press

PS2 Made Man Lost PS2 game back from the dead

Details Pub Mastertronic | **Dev** Silverback Studios | **Genre** Action

Lowdown Formerly known as *Interview with a Made Man*, this standard third-person 'man in a coat' shooter is redeemed by an engaging script from Mafia writer David Fisher, retold using a novel in-game voiceover monologue, with a setting that jumps between late '80s Mafia, and '60s Vietnam.

ETA September 2006

PS3 MotorStorm Fantasy PS3 footage replaced by proper screens

Details Pub Sony | **Dev** Evolution | **Genre** Racing

Lowdown *WRC* developers Evolution are ditching souped-up Subarus for bikes and buggies, and the rain-sodden fields of Brands Hatch for a dusty desert wasteland in *MotorStorm*, PS3's first off-road racer. While the latest video and screens show that the game is shaping up nicely, they do prove that the trailer Sony showed at last year's E3 was completely made-up. It's nice to see that you can still leave huge tracks in the mud, however.

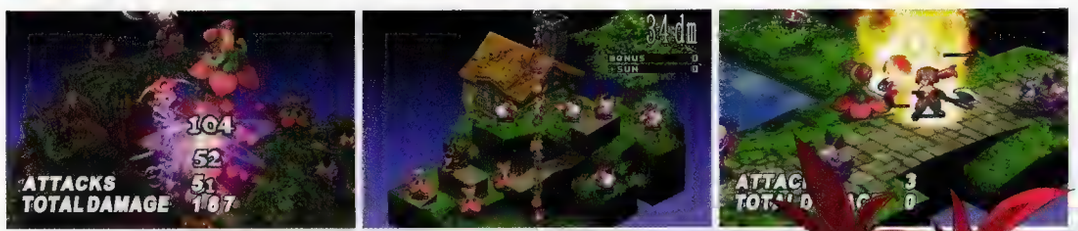
ETA Christmas 2006

PSP Ridge Racer 2 Premier PSP racing game spawns sequel

Details Pub Sony | **Dev** Namco | **Genre** Racing

Lowdown PSP launch game *Ridge Racer* is the PSP racer we're still playing, despite it being the first game for the system. Now its sequel – the imaginatively titled *Ridge Racer 2* – features 18 classic tracks from the series' colourful history and three new game modes: Arcade, Survival and Duel. Arcade is everything you'd expect it to be, Survival sees you race against the clock and Duel is played over Wi-Fi.

ETA September 2006



PS2 Disgaea 2: Cursed Memories Superlative strategy RPG

Details Pub Koei | **Dev** Nippon Ichi | **Genre** Strategy RPG

Lowdown Japanese RPG giants Nippon Ichi and Koei are finally releasing the sequel to last year's strategy epic, *Disgaea*, in the UK. We gave the original 86% way back in PSM2 49 and the good news is that this one is *even better*. It's got a new Dark Court system that rewards acts of evil and an improved 3D engine that lets you stack characters on top of one another to fight airborne foes. Strange, but true.

ETA September 2006

The Optimist

Don't worry. Be happy

"Just £425 for PS3? What a bargain!"

Come on, quit complaining about that price tag – £425 is a positive steal. Just look at the launch prices of some older, crapper consoles. The Neo Geo was $650 at launch in 1990 – but take inflation into account and, if it came out today, it would cost $993! That's £540! And don't forget paying £100 per cartridge. Then there was 1993's 3DO, a machine whose standout title was a 'sexy' dating game called (really) *Plumbers Don't Wear Ties*, which featured a load of men poncing about with their shirts off. Price tag? $700. Apply inflation to that and, were 3DO to be released now, it'd cost $967 – that's £525. For that price, you could buy a PS3 and two games. See? It's the bargain of the century!

Ray of sunshine

And that's before you remember that you're getting a Blu-ray player bundled in with it. Remember, the first one to be available over here in September – the Samsung BD-P1000 (see page 20) – is likely to cost £800. And as it'd be worth buying PS3 without Blu-ray capability, with it... well, it's like getting a Blu-ray player for free! Really, it is! Think about it!

Not convinced yet? Well, just *look* at the probable launch line-up – it's got all your favourites: *NBA 2007*, another *Ridge Racer*, *Madden*, *Tekken* – brilliant! It's like a lovely comforting cup of tea. Or some nice slippers. No surprises – but that just means there are no disappointments!

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PSM3 INVESTIGATES

Hands-on with Blu-ray

Every PS3 comes with a Blu-ray movie player. So just how good will it be?

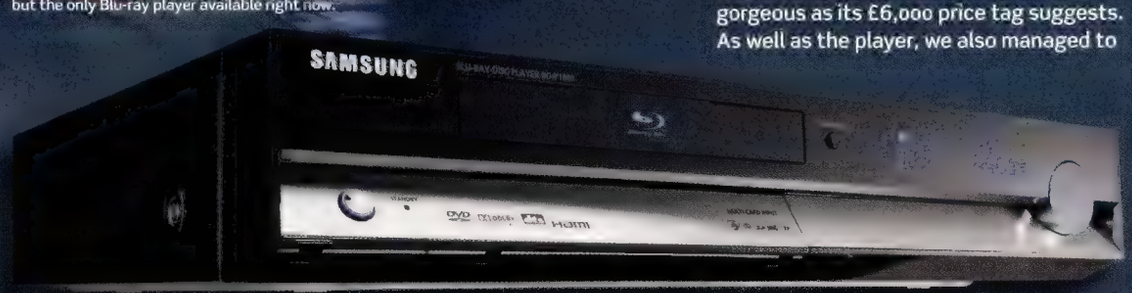
Blu-ray, the next-gen movie format packaged with PS3, has finally arrived. Well, in America and Japan anyway. Unfortunately, we'll have to wait until September/October before the first BD (Blu-ray Disc) player arrives on these shores, but we've managed to get our hands on Samsung's BD-P1000 in advance.

Costing $1,000 in the States (around £550, although reports suggest it'll be closer to £800 over here), the player certainly looks expensive and has more glowing blue lights than Sunderland city centre on a Saturday night. We hooked it up, through the HDMI port, to the only native 1080p-capable screen currently available in the UK, Pioneer's PDP-5000EX – a 50-inch plasma that's every bit as gorgeous as its £6,000 price tag suggests. As well as the player, we also managed to get hold of the very first three Blu-ray discs to play on it: Underworld Evolution, The Fifth Element and Ultraviolet. How did they look? Well, to be brutally honest, they were a bit of a mixed bag.

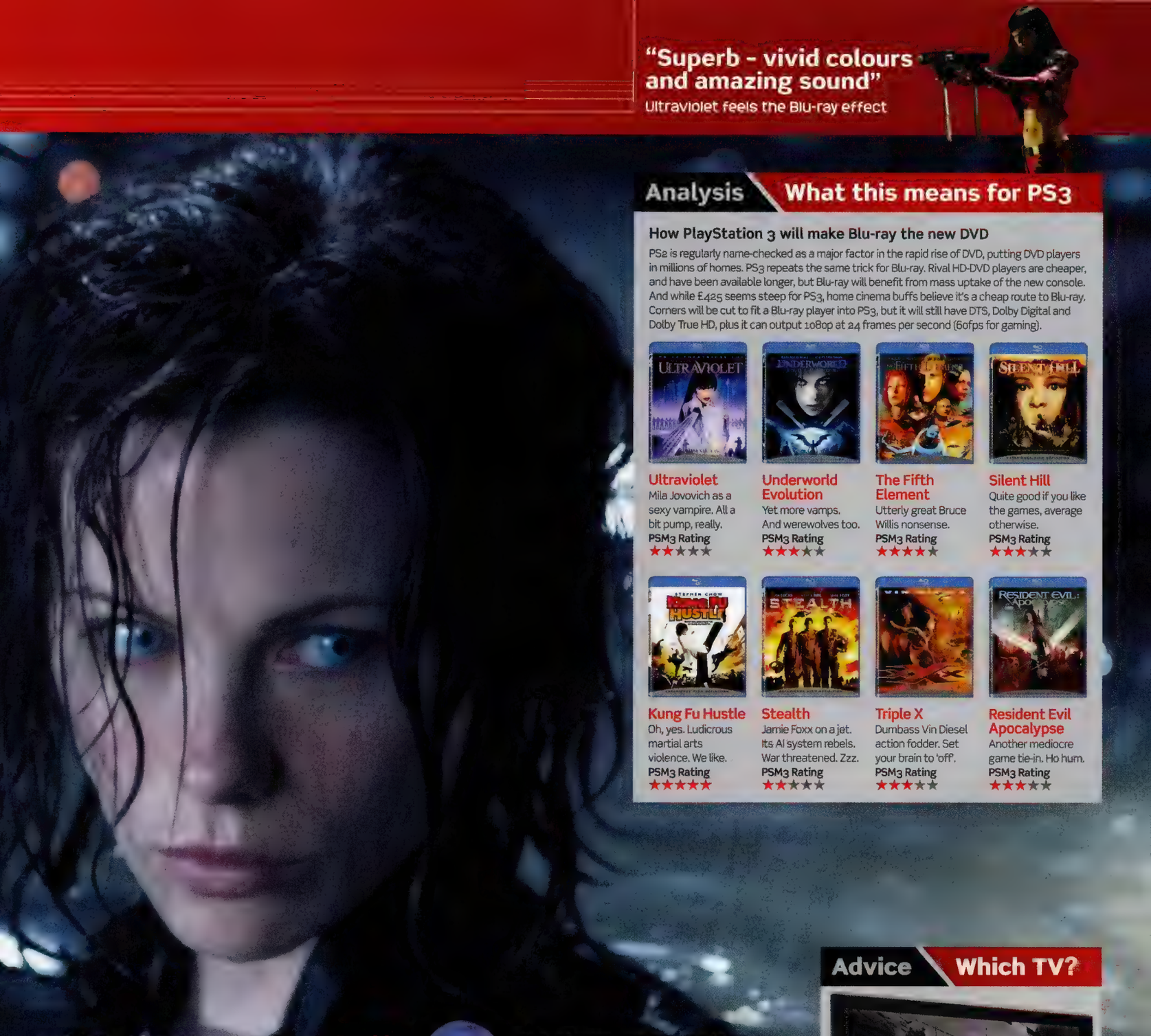
The first problem encountered was down to the player itself. Loading times between menus and footage are, on average, a lot longer than a normal DVD. Plus, there's an irritating hourglass icon that pops up every time the deck's asked to doing something. You really feel as if the player is some kind of computer rather than a box for spinning discs.

Elements of doubt

What's more, it seems as if The Fifth Element has been rush-released by Sony to get movies on the market. Although there's obviously more detail in the picture (be under no illusion, Blu-ray is instantly way better than DVD) this disc exhibited a grainy quality all the way through. If anything, the detail level is so high you can see the degradation in the film print they've used for the transfer. A little time and effort by a company such as DTS Digital Images, which cleans film before encoding it, would have made for a



The one and only: The Samsung BDP-1000 – expensive, but the only Blu-ray player available right now.



Analysis What this means for PS3

How PlayStation 3 will make Blu-ray the new DVD

PS2 is regularly name-checked as a major factor in the rapid rise of DVD, putting DVD players in millions of homes. PS3 repeats the same trick for Blu-ray. Rival HD-DVD players are cheaper, and have been available longer, but Blu-ray will benefit from mass uptake of the new console. And while £425 seems steep for PS3, home cinema buffs believe it's a cheap route to Blu-ray. Corners will be cut to fit a Blu-ray player into PS3, but it will still have DTS, Dolby Digital and Dolby True HD, plus it can output 1080p at 24 frames per second (60fps for gaming).

Ultraviolet
Mila Jovovich as a sexy vampire. All a bit pump, really.
PSM3 Rating
★★★★★

Underworld Evolution
Yet more vamps. And werewolves too.
PSM3 Rating
★★★★★

The Fifth Element
Utterly great Bruce Willis nonsense.
PSM3 Rating
★★★★★

Silent Hill
Quite good if you like the games, average otherwise.
PSM3 Rating
★★★★★

Kung Fu Hustle
Oh, yes. Ludicrous martial arts violence. We like.
PSM3 Rating
★★★★★

Stealth
Jamie Foxx on a jet. Its AI system rebels. War threatened. Zzz.
PSM3 Rating
★★★★★

Triple X
Dumbass Vin Diesel action fodder. Set your brain to 'off'.
PSM3 Rating
★★★★★

Resident Evil Apocalypse
Another mediocre game tie-in. Ho hum.
PSM3 Rating
★★★★★

much better release. Ultraviolet and Underworld Evolution fare far better. Ultraviolet in particular looks superb, perhaps because the original print was digital to begin with. However, gripes aside, all three have such vivid colours and truly amazing PCM (Pulse-code Modulation) 5.1 soundtracks that all is forgiven. Essentially, watching a movie on Blu-ray (in comparison to DVD) is like putting on a pair of prescribed specs after years of squinting through haze.

Unfortunately, there's a little more disappointment to bear. So far, Sony has been unable to get double-layer BD-ROMs to work (incredible but true). So the current batch of 25Gb single-layer discs use so much space for the 1080p24 transfers (that's 1080 progressive lines at 24 frames per second) that there's little or no extras on any of them. Happily this is a software issue and, as with every new technology, things will inevitably get much better over time.

Double deckers

Once Blu-ray production gets up to speed you can expect a bumper crop of extras as the discs effectively double in size to the double-layered 50Gb versions.

For the very first attempts at a new format, these Blu-ray movies largely deliver the audio-visual goods and, in terms of hardware, Samsung's world first player sets a high standard from the start.

We're sure Blu-ray and the implementation of the format in PlayStation 3 will rock. From the console's launch day you'll be able to see what all the fuss is about. But beware. Getting the very best out of Blu-ray is going to take thousands of pounds. To really see the difference, Blu-ray is going to need a new hi-def TV and, to get Dolby True HD sound (rather than 'making do' with Dolby Digital 5.1), you're going to need a new (£1,000) amplifier with 1080p HDMI switching. Your bank manager will hate you.

Advice Which TV?

Time to buy a new telly...

To see every one of those 1080p pixels that Blu-ray pumps out, you'll need a TV with the same number of pixels. The Pioneer PDP-5000EX we used was great – but that's £6,000... Fortunately, cheaper 1080p sets are on the way, and you'll be able to pick one up for under £2,000 from the likes of Samsung, Panasonic and Sony before PS3's launch.

Already got HD TV? What's its resolution? 1024 x 768? That's hi-def all right, but Blu-ray goes higher. While 1080i, 1080p or 720p images all look great, you *can* see the difference. If you put a 1920 x 1080 set next to a 1024 x 768 set, then it's obvious that the 1080 picture does have more detail.

Pub EA | **Dev** EA
Players 1-2 | **Genre** Co-op Shooter
FYI Mercenary duo blast up the joint

ARMY OF TWO

Meet the most exciting and original shooter of 2007

Daniel Dawkins

Before you ask: 1) *Army Of Two* is an original game by Electronic Arts – the company that, in distorted videogame folklore, 'Does Not Make Original Games™'. It was shown at the E3 trade show in May 2006 and wowed select audiences with its hi-def graphics, potentially revolutionary AI and Hollywood-scale combat scenarios. 2) Those aren't skull helmets, but ballistic masks – capable of stopping a bullet to the face, and, we're told, currently keeping a lot of Private Military Contractors alive. The game's twist is that it's played entirely in co-operative mode, either with a human or an AI computer partner and the story concerns the impact and ethics of Private Military Contractors looking for trouble in war-torn hot-spots making the news headlines. But the *interesting* part isn't what *Army Of Two* has to say about

SS

Cover Game

modern warfare, but whether it can pass a controversial scientific test that has plagued developers since the very dawn of the videogame.

In 1950, mathematician Alan Turing proposed that computers would one day rival human intelligence. To test his theory, he put forward an 'imitation game' (The Turing test), in which a human interrogator engages in natural text-based conversation (like an email chat) with two parties, a human and a machine, to see if he can tell them apart. If the interrogator failed to distinguish between them, Turing argued, it was fair to call the computer intelligent.

A mere 56 years later, EA are asking an abridged, and partially more complex, version of the same question. Your AI partner in *Army Of Two* not only needs to *speak* in a convincing human fashion, but *act* like it, with a consistent series of animations, actions and gestures. The results might not pass the Turing Test, but represent a generational leap for videogames. When you tell (via a USB headset) your AI partner to "Snipe below" he'll start firing pot shots. But if you tell him to "Wait for your mark" and you timed your call badly last time, he'll tell you "NO! On my mark, last time you did it, you f*cked things up."

This isn't theoretical. We saw the game at E3 – and while exchanges such as this may have been 'scripted' for the show – the effect was mesmerising. "Your partner's AI adapts based on your ability, it learns, it has ethics and it has a definite personality and sense of humour." boasts Senior Producer Reid Schneider, "It's the dream of the human machine."

The entire game revolves around co-op interactions, from barking "Go back-to-back" to minimise damage, to helping your buddy up ledges or driving while he shoots. Commands are via voice, with a button press option if you're shy.

It's as ambitious as it is potentially disastrous, but from what we've seen, it works. Whether it really is the "human machine", we'll find out when *Army Of Two* debuts next year. Now read on...

Rios The leader of the 'Two. Made distinctive through his choice of a flame motif bulletproof mask.

Tattoos Expect a lot of next-gen characters to have tattoos, scars or facial hair. After all it's a neat/lazy way to show off the power of PS3.

Hands up The Army of Two will trash-talk each other during play.

"Help me up!"

You can give your partner a leg-up by cupping your hands to lift him over obstacles. Other physical interactions include 'hoists' – pulling up your partner from a lower level, but the developers aren't sure whether the Army of Two will employ proper 'You hold him, I'll bash his plums' tag-team fight moves. You will be able to chuck each other ammo clips, mind, like in all the best buddy movies.

Salem The younger of the pair, but unafraid to argue with his mentor and go his own way when the AI decides to cut loose.
Cover It will be only partially destructible, with the option to use key objects as shields or cover.
Armour It's possible to upgrade your ballistic armour, including your masks, to absorb more damage.

Who are the Army of Two?

Their backgrounds are being left deliberately vague, but Rios is the older and more experienced soldier, acting as a mentor to the younger, wilder, Salem. At one point, Rios yells, "That's why people hate Americans!" when Salem points his gun at civilians. The AI will 'remember' this and make references later on.

Cover Game

Leap Rios dives off the roof, ready for impact...
Anchor Salem takes the strain.
Lock Salem shuffles forward to give Rios slack.
Swing Move in tandem to smash the glass.

Knowing the ropes

"We are doing things with rope physics that have never been done before," claims Producer Reid Schneider. While we're not entirely sure that alone is a reason to spend £425 on a PS3, the two-player rappel mechanics are interesting. One player can stand on the rooftop taking the weight, and then move forward step-by-step to lower his chum, who's swaying below.

How do I get a gun this cool?

Tailpipes, fenders, fins, shocks and nitro kits might be the type of modifications we're used to seeing in EA games (like *Need For Speed*), but while their only tangible benefit is a slight increase in velocity, spending your money on a pump-action rocket launcher has an altogether more dramatic effect. *Army Of Two* features a fully customisable weapon set, where cash (earned by completing missions) can be traded for hundreds of gun parts, creating thousands of unique combinations. Each weapon has six key attributes, including damage (dmg), accuracy (acc), and armour penetration (pen), which alter according to the parts fitted. Best of all, you can take your weapons online, offering an obvious practical benefit while instantly showing other players how good you are. We'll take the M4 with sniper sight, double ammo cases, bolt-on sawn-off shotgun and bullet shield, thanks.

A big bastard gun
Your weapon's attributes are represented with a hexagonal shape like the player skills diagram in *PES5*. The attributes are: damage, accuracy, armour penetration, sound, reload time and ammo count.

Why you'll buy a PS3: the aircraft carrier scene

Army Of Two's defining moment occurs on the rolling seas. Trust us – you've never seen anything like this

1 Target the enemy ship

The aircraft carrier looms on the horizon – created entirely in real-time thanks to the increased power of PS3.

2 Snipe enemy while partner pilots boat

The screen splits in half as one solider steers the boat, and the other snipes the aircraft carrier. It sounds straightforward, but not when you're being buffeted by these incredible screen-high waves.

3 Storm deck and destroy enemy

The Army of Two split up and Rios is left to fight his way onto the bridge. When the hull explodes, the ship starts to sink, inclining to the vertical... RUN!

4 Blow bridge and dodge debris

As the ship sinks, Rios has to evade debris tumbling across the deck – from crates, to barrels to... an entire jet fighter. This scene takes carnage to a new plane of madness.

5 Watch it sink

Seconds before the ship sinks into the fizzing depths, Salem appears in a helicopter (stolen from deck) to winch Rios to safety. It's an epic Hollywood-style conclusion to a breakneck scene.

"I'll drive, you shoot!"

Split-screen action with a difference, this is how two can play as one

Salem Guides the (double) parachute down. While...

Rios Snipes the enemy – harder than it looks.

Para-snipe

Call it operational efficiency or just plain stinginess, but the Army of Two share a single parachute. That's the problem with being in a Private Military Army – you can't form a union to protect your basic safety needs. One partner guides the ropes, while the other snipes the landing zone – handily portrayed in vertical split-screen.

Salem Drives the forklift truck, and lifts Rios to cover.

"Get on the forks!"

Vehicles will play a major role, with one player driving and the other providing covering fire. The forklift truck is great for co-op as one player drives and uses the forks to raise his partner over some crates, freeing player two to blast at goons. Other vehicles include jeeps, speedboats and tanks.

Rios Dismounts and opens fire from behind a crate.

Army Q&A

What happens if I don't have any friends?

You can play with a computer AI partner, an actual human being or online. The entire game has to be played as a partnership, but human players can drop in or out at any stage – a bit like the Lego Star Wars' co-operative play mode on PlayStation 2.

What happens if one player dies mid-level?

If your partner dies the mission cannot be completed, so you'll start again. Hopefully, this won't happen too often, since it's possible to revive your fallen partner from the brink of death (see 'Even death is co-operative').

How intelligent will my computer partner be?

"Your partner has a long memory," claims Producer Reid Schneider. "He will adapt, and give up or take control depending on how well you are playing. It 'remembers' and reacts. If you repeatedly get your partner killed, he'll challenge your decisions and try to take the lead. If you are giving good orders and achieving objectives consistently, your partner encourages you to take the lead. It recreates the same dynamic as playing with a friend." From what we've seen, there's a degree of banter between Salem and Rios – the best example being when you 'accidentally' shoot down a wall onto your partner and he lies under the rubble cursing you for being such a smartass. When giving orders, we're not sure if you have to use exact commands e.g. "Hide behind that fence" may not have the same result as "Take cover", if any effect at all. EA won't confirm how many different phrases the computer AI will use, but assure us it's "tons of varied dialogue". They would say that, but it's obvious that even PS3-level AI won't be as good as playing with a mate. Then again, what else are friends for?

Isn't it all a bit, er, 'friendly'?

Sure it is. You need to protect your partner to survive and, frankly, given that most games are about selfish personal gain, we welcome the enforced philanthropy. Two men cuddling in a parachute – what could be more natural? Still, if our 'partner' becomes a needy, whining bore, constantly stealing our ammo and stepping into the path of enemy fire, we'll be quite happy to loosen the parachute buckles and become an Army of One.

What's the plot?

EA are keeping quiet, but it concerns the role of Private Military Companies in modern warfare. The intro movie uses real-life footage of '50s US President Dwight D. Eisenhower warning about the dangers of the military turning into a business. Then it cuts to footage of modern day newspaper headlines and voiceovers hand-wringing about over-spending on private armies. Still, rest assured. All will be revealed in an upcoming issue of PSM3.

Even death is co-operative

When either Rios or Salem take too many hits, they need to be revived in an innovative two-player death minigame. One player has to sprint away from the light (making the perhaps generous assumption that all murderous Private Military Soldiers go to Heaven), while the other player pumps his heart to resuscitate him. Get the timing right, and you get to live another day. Neat.

PSP

Pub Rockstar | **Dev** Rockstar Leeds
Players 1-2 | **Genre** Action
FYI The second GTA semi-sequel

ON THE DISC
Arm your PSP with a selection of VC-themed wallpapers
Extra/PSP Wallpapers

GTA: Vice City Stories

What's on Vice City villain Tommy Vercetti's mind?

Andy Kelly

"Who'll be the lead character this time around?"

It *could* be Lance Vance, the sharp-suited criminal who helped Tommy out in the first game. Though this would mean that the game would have to be set *before* the events of *Vice City* because – spoiler alert! – you killed him on the roof of your mansion in the 'Keep Your Friends Close...' mission.

"Will there be any multi-player features?"

Almost definitely. There were some multi-player elements in *Vice City* – like the 'kill as fast as you can' Rampage mode – so they may just rehash those. New ones? Maybe.

"What time period will this one be set in?"

If *Vice City* on PS2 was set in 1986, *maybe Vice City Stories* will take place straight after the original game, and deal with Tommy Vercetti's total rule of Vice City.

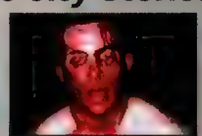
INFLUENCES

The ingredients that make up *GTA: Vice City Stories*...

Scarface

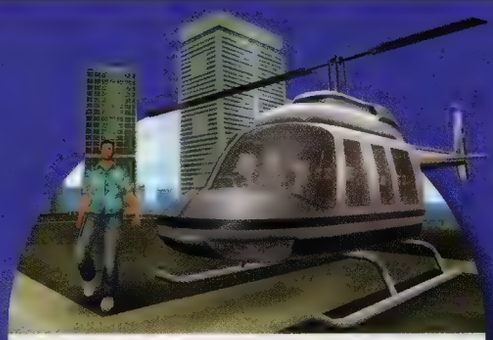
Miami Vice

Goodfellas


Violence

Caddyshack

Hairspray



"Will the air vehicles make an appearance?"

We doubt it, although you could take advantage of a bug in *Liberty City* and fly a chopper for a bit. But can PSP handle loading such huge chunks of city at once?

"Will anything be carried over from *San Andreas*?"

We had the costume-changing in *Liberty City Stories*, but will other features like eating, stamina and levelling-up be introduced? We missed all the customisation options in *LCS* and were sad we couldn't gobble a thousand burgers and waddle around Liberty City all bloated. Surely, this time.

CHARACTERS

Who do we want back?

Steve Scott
Dennis Hopper-voiced, drug-crazed porn director.
Likelihood ★☆☆☆☆

Kent Paul
Cocky British criminal and shameless womaniser. A bad sort.
Likelihood ★★☆☆☆

Mitch Baker
Badass biker who loves beer, girls and fisticuffs. Just like us.
Likelihood ★★

"What about new features, then?"

Nothing radically fresh, we think. It'll be much the same as *LCS* – new missions, ambulance/vigilante tasks and new cut-scenes. And maybe the golf karts will return.

PSM3 Reckons

This should be as good as *Liberty City Stories* – hopefully without the control issues. We can't wait to tear up the streets of Vice City again.

ETA
OCT
2006

PS3

Pub Ubisoft | **Dev** Ubisoft
Players 1-4 | **Genre** Squad shooter
FYI Fight terror on the neon-lit streets of Las Vegas

ON THE DISC
There's a set of stunning Rainbow Six shots

Rainbow Six Vegas

The crack counter-terrorist unit is on a new mission...

Andy Kelly

1 Chopper into the danger zone

As your anti-terror squad fly past landmarks (such as the Bellagio hotel fountains and the Stratosphere tower), a terrorist missile slams into the Vegas sign – shaking the chopper violently in the explosion. It looks terrific.

2 Busting into the casino

Terrorists have taken control of a casino full of hostages. The Rainbow squad land on the roof, abseil down the side, and crash through the windows. They pause to take out a couple of startled foe and begin their assault.

3 Hunting down the terrorists

Picking their way through halls of roulette tables and slot machines, the squad make use of cover and tactics to take out groups of terrorists. The pace is slow, measured and *tense*.

4 A sticky situation

The Rainbow Six boys sweep through the casino until they stand outside a control room. A burst of gunfire confirms that trigger happy fanatics are still on the loose and they're in no mood to give up. This is no time to burst in all guns blazing. The squad leader peeks through the door (using an optical camera he's borrowed from his mate, Sam Fisher) and spots cowering hostages surrounded by jumpy, gun-toting terrorists. There's no time to lose. We're going in.

5 Hostage rescue

The team leader holds position and orders his men to the other entrance. They burst in on cue and overwhelm the surprised enemy.

PSM3 Reckons

A hugely impressive-looking game, with a streamlined command system that could make it the most accessible squad shooter yet.

ETA NOV 2006

PS2

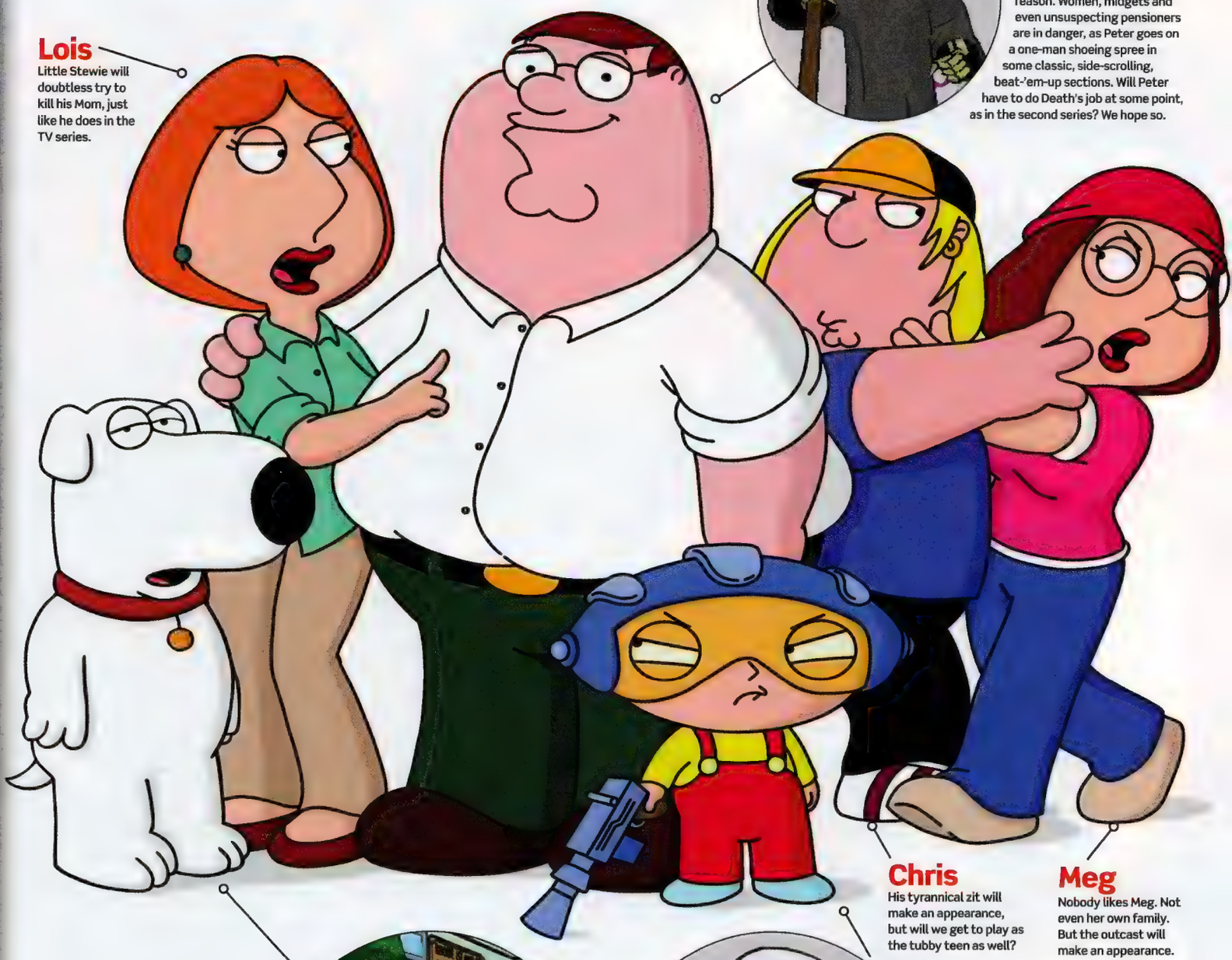
Pub Take Two | **Dev** High Voltage Software
Players 1 | **Genre** Platformer
FYI The game of the sick-but-hilarious cartoon

ON THE DISC
More screenshots of Family Guy in action

Family Guy

It's time to meet the Griffins

Nathan Irvine



Peter

Peter (the Dad) has gone mad and thinks he's a videogame hero on the trail of an evil British nanny. In actual fact, he's beating up the residents of Quahog for no reason. Women, midgets and even unsuspecting pensioners are in danger, as Peter goes on a one-man shoeing spree in some classic, side-scrolling, beat-'em-up sections. Will Peter have to do Death's job at some point, as in the second series? We hope so.

Lois

Little Stewie will doubtless try to kill his Mom, just like he does in the TV series.

Chris

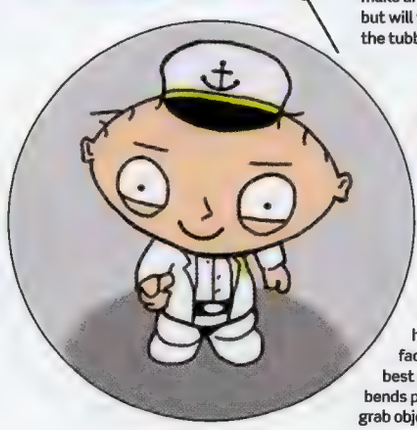
His tyrannical zit will make an appearance, but will we get to play as the tubby teen as well?

Meg

Nobody likes Meg. Not even her own family. But the outcast will make an appearance.

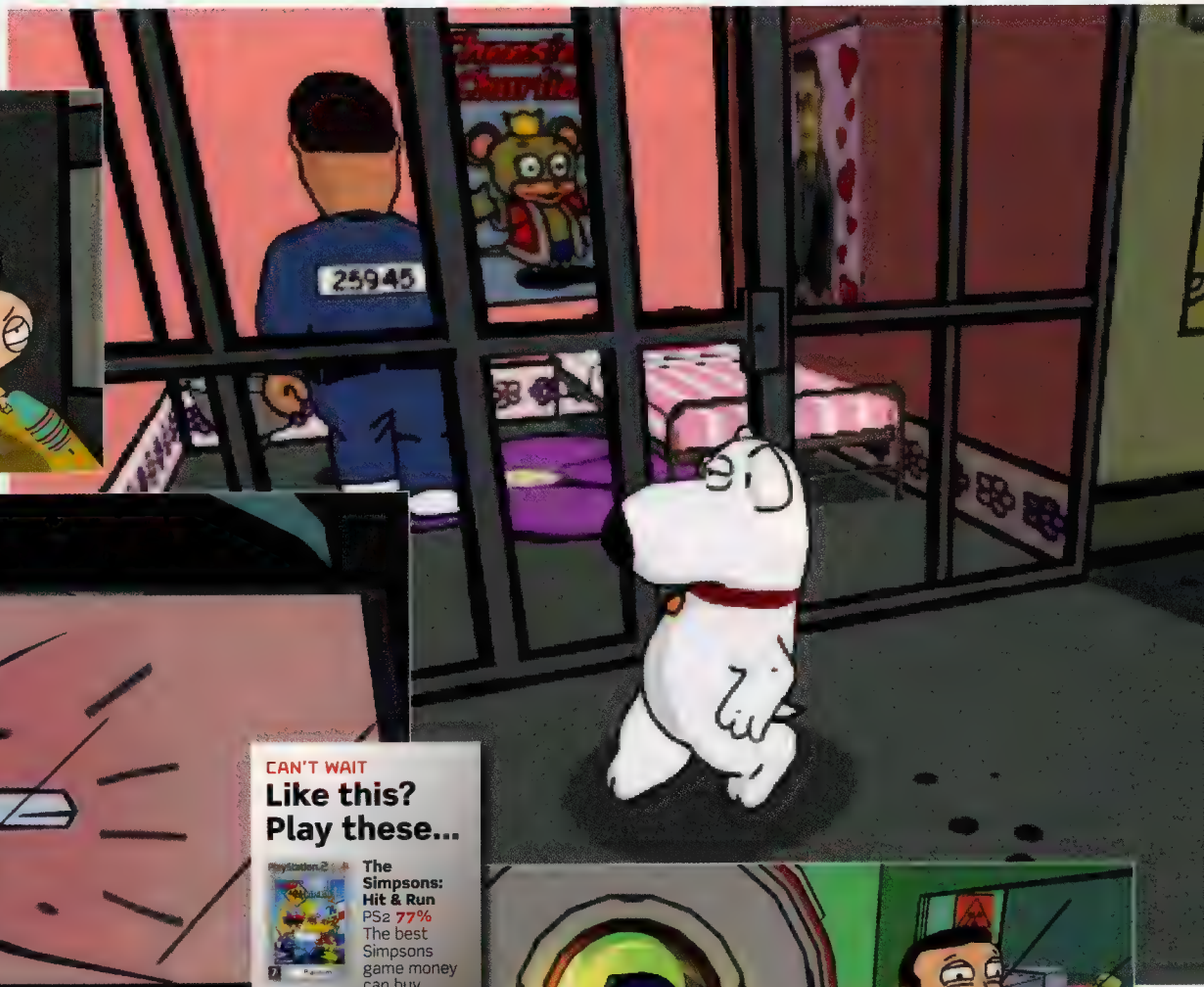
Brian the dog

Brian's been wrongly accused of getting Lois' father's dog up the duff and has wound up behind bars. The hound has to clear his name by tip-toeing his way to freedom in – yes! – a stealth section. Yep, even *Family Guy* has stealth, but there's a few twists, like sneaking through the showers, trying not to be spotted by a couple of jailbirds lathering each other up. The inmates even whip each other with wet towels. Saucy. So don't despair – a stealth section might sound out of place, but the *Family Guy* humour ought to save the day.

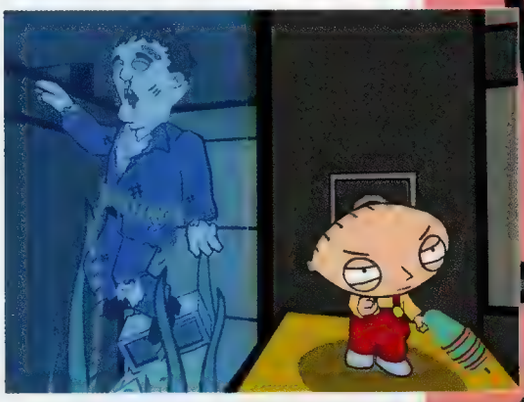


Stewie

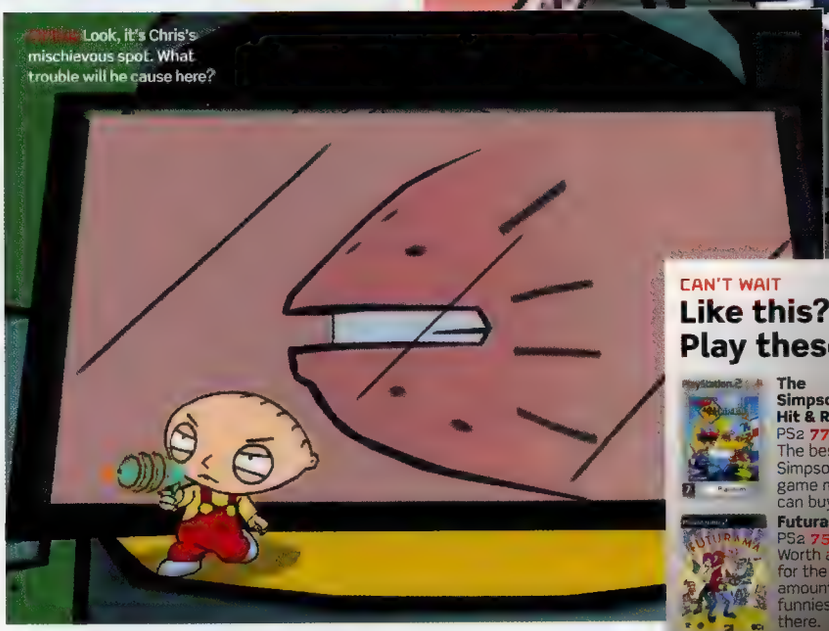
Little Stewie's 'sperm brother' Bertram has somehow managed to escape Peter's, erm, sack and set off to take over the world, but Stewie has other ideas. The troublesome toddler chases Bertram in a shoot-'em-up sequence where he zaps his way across Quahog, with an angry mob (and aliens) in hot pursuit. Naturally, Stewie can jump on the bellies of pregnant women for extra height, at which point babies (all bearing the face of womanising Quagmire) are born. The best bit is Stewie's mind-control gadget which bends people to his will – for instance, making Lois grab objects that are out of his reach.



Drown in your luck The game is packed full of references to the fourth series – like this fella (below) who is mauled by a bear, who then runs off with his wife.



Look, it's Chris's mischievous spot. What trouble will he cause here?



CAN'T WAIT

Like this? Play these...

The Simpsons: Hit & Run
PS2 **77%**
The best Simpsons game money can buy.

Futurama
PS2 **75%**
Worth a look for the sheer amount of funnies in there.

Leisure Suit Larry
PS2 **[redacted]**
Lewd, crude and rather rude, but we love our Larry.

Giggedy-giggedy Quagmire makes a welcome appearance to chase sexy nurses around the crowded hospital. All riiiight!

If you think Family Guy is a peculiar cartoon, wait until you see what the Griffin family get up to in the game. Baby Stewie's battling his unborn brother Bertram (see series three, when Stewie goes inside dad Peter's body Inner Space-style) as both try to take over the world. Meanwhile, Brian the dog's been wrongly imprisoned for impregnating Mr Pewterschmidt's greyhound Seabreeze and Peter thinks he's starring in a videogame after taking a bang on the head from a satellite dish. Oh, the irony.

Granted, it was never going to be groundbreaking, and *Family Guy* sticks to the tried-and-tested TV tie-in method of combining platforming, adventuring and tongue-in-cheek humour – like *Futurama*. But the real thrill comes from the feeling that you're controlling – even directing – an episode of the cartoon yourself.

The stories of the main characters will intertwine, like when that satellite dish is knocked from the roof onto Peter's head during a laser fight between Bertram and Stewie. You'll also meet more than 50 residents of the town of Quahog, including Asian news reporter Tricia Takanawa, Mort the pharmacist and even Doug, the talking zit that once possessed Chris in series four. And in keeping with the TV show's humour, each of the characters will respond with a quip when you interact with them. God will even smite you dead if you dare to interrupt Him while he's chatting up a lady.

Flashback and forth

Comic flashbacks are used regularly in the TV show so the videogame features them as minigames. For instance, when Brian the dog suddenly remembers he left a porn film in the garden (as you do), the game spins off at a tangent as the shameful mutt tries to hide the evidence. He buries the tape in a Bemani-style sequence, piling on the dirt by tapping buttons. It's a nice touch, and hopefully just the tip of the iceberg. Our fingers are crossed for an epic battle with the giant chicken that regularly scraps with Peter.

Seth McFarlane, the creator of Family Guy, is heavily involved in the game – and that's the crucial factor. If the humour isn't on a par with the TV series, we'll be sorely disappointed, but it doesn't look like that's going to be a problem.

PSM3 Reckons

It's not going to win any awards for originality, but the thrill of *Family Guy* is seeing the show brought to life on your screen. Review next issue.

PS3

Pub Sony | **Dev** Insomniac
Players 1-32 online | **Genre** Shooter
FYI Aliens invade '50s-era Britain

ON THE DISC
See the high-res Resistance poster right now

Resistance: Fall of Man

Aliens battle humans in this astonishing-looking shooter

Andy Kelly

Illegal Aliens

It's 1951 and razor-mawed aliens have invaded Earth. *Resistance* takes place in an alternate timeline where World War 2 is replaced by Cosmic War 1. The invaders are known only as the Chimera and they're ruthless, technologically-advanced and pig-ugly. Among their brood are wall-climbing insects, long-limbed bio-mech killers and immense bipedal walkers. Your goal? Kill them *all*.

Fight back

Human tech has a 1950's 'Dieselpunk' feel. This gives the game a stylish retrofit look, although the tech is actually more advanced than our own Earth's. Probably because the world's nations have pooled their resources to create more effective war machines – fighting the alien instead of each other.

Panic on the streets

Part of the game takes place across the war-torn streets of... Manchester. Yes, it seems the aliens have invaded Manc-land and you'll end up fighting them off and dodging '50s-style red phone booths that've been tossed through the air by nearby explosions.

PSM3 Reckons

It could be yet another clichéd sci-fi FPS, but the unique setting, Insomniac's skill and the next-gen looks give cause for optimism.

ETA NOV 2006

PS3

Pub THQ | **Dev** Yuke's
Players 1-6 | **Genre** Beat-'em-up
FYI WWE wrestling powered by PS3

ON THE DISC
See Kurt Angle and John Cena's spectacular ruck

Anything goes

ECW fans started it, *Def Jam* nicked the idea and now even the WWE crowd bring weapons. Crutches, umbrellas and even signs can be used to assault your opponent.

Sweating it out

The sweat visuals have been slightly toned down since we saw *Smackdown* at E3. Wrestlers now build up a healthy sheen over the match, rather than dripping like a broken fridge after one Irish whip.

Know the ropes

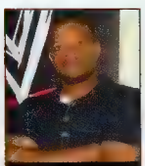
Adaptable moves mean you'll no longer be stuck watching ten seconds of canned animation. Now, after hoisting someone up for a suplex, you can carry them over to the ropes and hang them out to dry.

Brolly good show Don't lend Kurt Angle your umbrella if you actually want it back; he'll only snap it over someone's head.

WWE Smackdown Vs Raw 2007

A word with the man behind *Smackdown*

Nathan Irvine



Bryan Williams of THQ US works with WWE and tells Yuke's what to put in each *Smackdown*. Lucky man...

Rey Mysterio – he's only 5'3, y'know

So how's PS3 affecting the way you make *Smackdown?*
It's made the whole process easier on Yuke's, because in the past titles they've actually had to say: "We don't have the horsepower to do what you want to do." We're not experiencing that problem this year. I mean, just take the crowd alone – we've been able to enhance them to a sickening degree. One thousand 3D polygon crowd members was unheard of on PS2, but not on PS3. We can do it now and it's not at all taxing.

What else has improved?
We're making our AI more... three-dimensional. We've had moans about our AI. With next-gen, we have so much more power under the hood, so we can really strive to create AI that is comparable to playing against a real person. And that's one thing that I, personally, am really, really looking forward to implementing this year, because AI is hugely important.

Is the tilt function of the PS3 pad something you'll be using?
You know, honestly, it's still up in the air at this point. I pretty much can't say more than that right now. I wish I could, but Yuke's are looking at the technology and they're finding ways to best implement PS3's features in our game, but...

How's the commentary coming along?
I really can't get into our commentary system right now in as far as who's in and who's out. We'll be divulging that in the coming months, but it will be there of course. Commentary is here to stay. We're really amping up our sound effects this year to make it that much more immersive. I mean, you could make gameplay that's, you know, astounding fun, but you really need to have that authentic sound to back it up.

We're told the roster was finalised in April. That must be a headache...
It is. That's probably the hardest part of working on this game, finalising the roster. Because that leaves five or six months before release. And with WWE, you never know who's gonna be there – who's in, who's out...

So you must be frustrated now they've revived ECW?
Well, I really can't go into too many specifics about that because it kind of ties into our roster, but I will say that there will be more news in the coming months about it.

Does that mean you're going to do a separate ECW game?
I have... um... don't even... I don't know – mum's the word on that! Stay tuned to THQ – there's more information coming about that.

What about online?
Well, you know how often these guys change their outfits, change their gimmicks, so from a personal standpoint, I think WWE is tailor-made for that. We haven't come to any conclusions, but it's being discussed...

PSM3 Reckons

Typically cagey stuff, but expect this to be a cut above the usual roster update. And online updates? This will be huge – guaranteed.

PS2

Pub SCEE | **Dev** FreeStyle Games
Players 1-4 | **Genre** Dance
FYI The 'B' in B-Boy refers to the breaks they dance to

ON THE DISC
Check out a full set of screens and art on our Extra disc

B-Boy

Five great things to do in this break-dancing sim

Nathan Irvine

CAN'T WAIT
Like this? Play these...

Tony Hawk 4
PS2 94%
The amazing combos and tricks make this the best *Hawk* yet.

Music 3000
PS2 81%
Mix your own hip-hop tracks and learn to dance to them. Bo!

Flow
PS2 [illegible]
A Bemani break-dancing game. Quite good, if no great shakes.

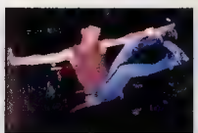
1 See amazing dance moves

PS2's never seen anything like these animations. Twelve genuine B-boys donned the special motion-capture suit of balls to record their moves – and the results are incredible. Footwear creases as you step into your routine of stunning flicks and swirls; your dancer's clothing flows realistically, as you spin like a raging windmill, and the watching crowd shuffle along as the rhythm takes them over. The locations look beautiful too, from the docks to the packed-out arenas, and each is an authentic B-boy venue, such as the B-boy UK Championships stage at Brixton Academy.

2 Take on rival gangs... with the funk

Leave your bamboo 'shivs' at home because in *B-Boy* you fight with the funk. As an opponent steps into battle, you can diss them by flicking the right stick. This builds up your power bar so you can make a flashy entrance when it's your turn. But you've got to string combos together to really show off.

INFLUENCES
We reveal what's gone into the mixer to make *B-Boy*


Breakdancing

Funk

Gangs

Tony Hawk Series

Crazy Legs

Graffiti

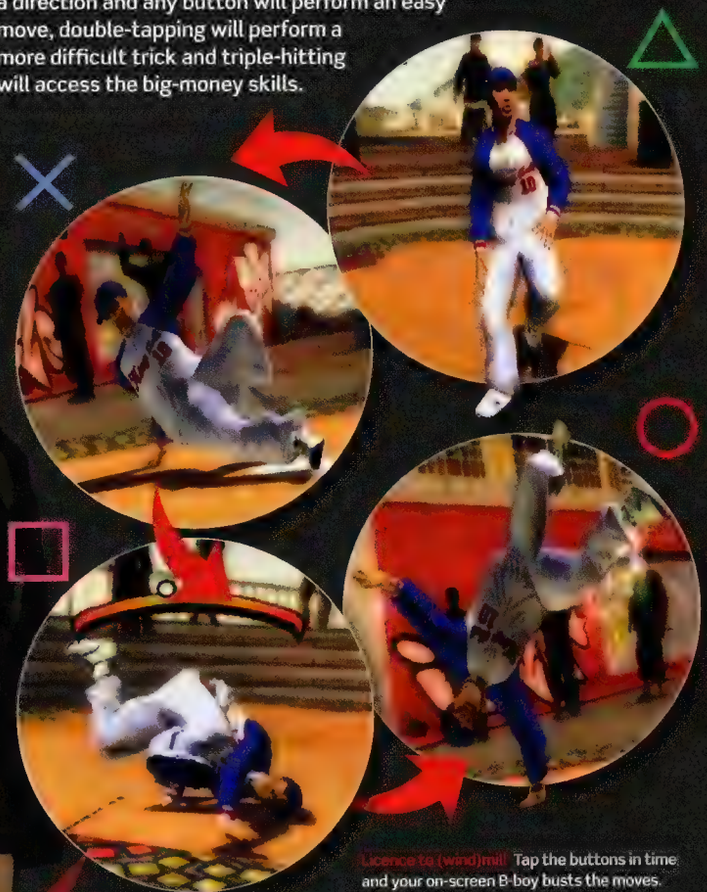
3 Rock your body to breakbeat tunes

Our favourite breaks from *B-Boy*'s 40 tracks

The Incredible Bongo Band - Apache
Cypress Hill - Phuncky Feel One
James Brown - Cold Sweat
Kool and the Gang - Open Sesame
Nas - Made You Look
DJ Shadow - Organ Donor
Babe Ruth - The Mexican
Beatnuts - Watch Out Now
The Blackbyrds - Rock Creek Park
Tha Alkaholiks - Make Room
BT Express - Express
Bar-Kays - Holy Ghost
Lynn Collins - Think (About It)
The Meters - Same Old Thing
Breakestra - The Champ
Black Heat - Love The Life You Live
The Jackson Sisters - I Believe In Miracles
Jackson 5 - The Life Of A Party

4 Display the skills to pay the bills

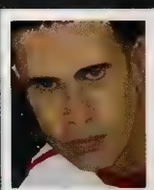
B-Boy starts off simply, but as the competition gets better, so must you. You've four basic movements: Toprock Ⓐ, Footwork Ⓧ, Freeze Ⓑ and Power Ⓨ. Toprock moves are all about your stand-up steps, but others are more extravagant. Footwork moves make you hit the deck on all fours and twist around to the beats. Freeze is about striking a pose and holding it - using L1 and R1 to balance. Power moves are windmills, head spins and the like. Hitting a direction and any button will perform an easy move, double-tapping will perform a more difficult trick and triple-hitting will access the big-money skills.



Licence to (wind)mill Tap the buttons in time and your on-screen B-boy busts the moves.

5 Be scared of the Darkness

This moody-looking chap was created by an artist named Chippy, who won a competition to have his work immortalised on PS2. His winning piece was Darkness, who's available to select as a playable character. There are loads of other real-life B-boys to play as too, including Crumbs, Hong10 and legendary B-boy, Crazy Legs, each with customisable outfits.



PSM3 Reckons

B-Boy is one of the most original games to dance on to PS2, with a vast move set and a great soundtrack. Review next month.

ETA SEP 2006

Your words, your pictures, your videos...

Your Space

Start

44 Letters
Choice cuts from the PSM3 mail sack.

45 TXT PSM3
Send us a message from your mobile.

46 Robo-Mind
The robot is back and he's angrier than ever.

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PSM3 wants you!
Send us your ideas, words and pics. Write. Text. Email. See the shiny info bubbles for details.

Write PSM3, Future Publishing, 30 Monmouth St, Bath, BA1 2BW

Mail Psm3@futurenet.co.uk

Text 87103 and start your message PSM3

Letters To PSM3

Your letters and emails, sifted and printed

The 'great' outdoors

I've decided to stop using technology. The reason why is simple – I spend too much time sitting in the dark playing my videogames.

It's time to stop doing things on-screen and start doing things off-screen, in the real world. To replace my crippling first-person shooter addiction

"I spend too much of my time sitting in the dark"

I could go paintballing or go down the shooting range and fire real machine guns at bottles and cans. Instead of hack-'n'-slash adventures I could go fencing (I'm quite good at that, you know). And instead of extreme sports games I could actually try going snowboarding, surfing and skating myself.

My motto is: "Don't say you can't do it until you try it." Well, that's one of my mottos. I have loads. I hate to say it, but my PlayStation 2 is a distraction and I really want to do well in my GCSEs.

So this is it... my last day of technology and games. Wish me luck. (I'll probably only last about a day in the end...)

Sharna Lowery, email

This is all fine and good, but can you really compare fencing to whirling around as Dante, slashing demons to pieces with a giant, flaming sword? Or shooting your mates in the spuds with tiny balls of paint to taking part in the greatest, grisliest battles of WW2? Or clumsily rolling around your local park on a crappy old skateboard to performing complex flatland tricks on top of a moving bus in *Tony Hawk's*? How about this; dedicate your nights to gaming and reserve the daylight hours for abseiling. That's one of our mottos.

Skate crazy You could abandon your PS2 and try doing this in real life, but why? You'd just break all your bones in the process.

The language of love

I met a girl who lives in Spain, Elisabeth. She can speak English, but I wanted to speak her language. So today I went online to look for a book to teach me Spanish, but I couldn't find one. Later on I went to a shop to buy a new PSP game because I had some money on me, and when I got there I realised that *Talkman* had come out – so as you can imagine I just had to get it. And I did. I found it a great help when I was speaking to Elisabeth in Spanish.

Dean Dempster, email

It's good to know that *Talkman* actually works in real language barrier-shattering situations, but dude... you didn't finish your story! Did you score with the lovely Elisabeth or what? Has anyone else out there been using their copy of *Talkman* to pick up foreign girls and/or boys? Let us know...

"You What?"

Where your letters go to die

Gimme a Terry Bogard hat 'cause it'll impress this girl I really like. Pleeeeeasseee? **Colm O'Sullivan, email**

For the last time – there are no hats left!

God of Phwoar, Womb Raider, Men In Back, XXX-Men, Devil May Cu— <snip!>

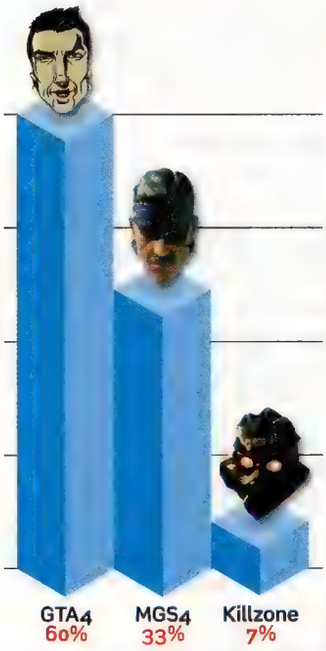
Jamie, email

Just a few of Jamie's suggestions for porn-themed videogames. Can you come up with anything better? Actually, forget we said that. *Please* forget.

Poll Position

We ask. You Answer

This Month What PS3 game are you looking forward to most?



Next Month Which footie game is best – *FIFA* or *Pro Evo*?

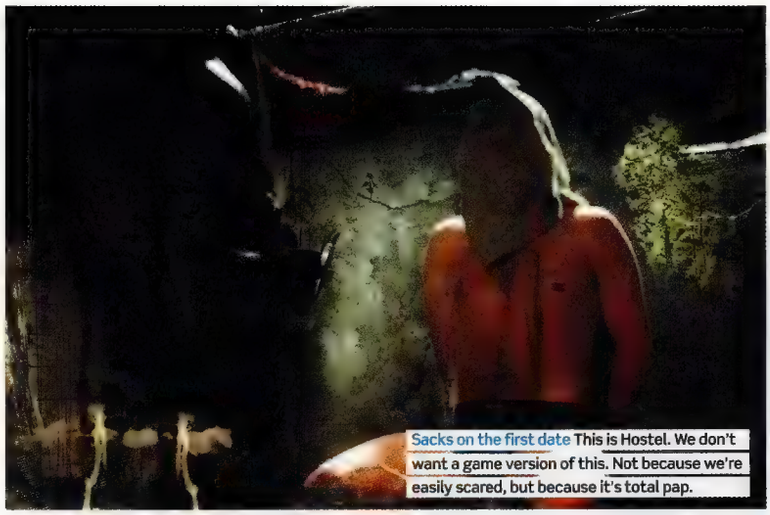
Vote via email. Send "PES" or "FIFA" to PSM3@futurenet.co.uk

For flux sake

I am confused. *Very* confused. You start your review of *Aeon Flux* with the words "Another month, another duff movie tie-in..." You continue by commenting that "everything about the game is shoddy" and you conclude by saying "*Aeon Flux* is everything you'd expect from an action movie tie-in – brainless, flashy and without substance". I then turned to page 114 where you proceed to say how dire the film is and that like the game it really "fluxxed you off". This is why I am confused. You constantly complain that movie tie-ins fail to capture the essence of the film, fail to re-immerse you in the same emotional rollercoaster that the film took you on and generally fail to be anything like the film. And here you have a game which superbly manages to recapture the utter bile that was the movie, and you mark it down!

Tiger De Souza, email

Brilliant point! 'Tiger De Souza', if that *is* your real name. We didn't once accuse the *Aeon Flux* game of failing to be anything like the film because, as you say, the film was rubbish. Games that *have*, however, failed to capture the 'essence' of the films they're based on are *From Russia With Love* and *The Da Vinci Code*, not to mention about a billion others. Now stop whining.



Sacks on the first date This is Hostel. We don't want a game version of this. Not because we're easily scared, but because it's total pap.

Horror show

I saw that horror film Hostel in the cinema and it's absolutely sick! Although it would work well as a PS2 game, wouldn't it? People these days want more and more blood – look at the sales of games like *GTA* and *The Suffering* – and who *wouldn't* want to be that sick German dude that cuts peoples eyeballs out? Eh?!

Virgis Kaminas, email

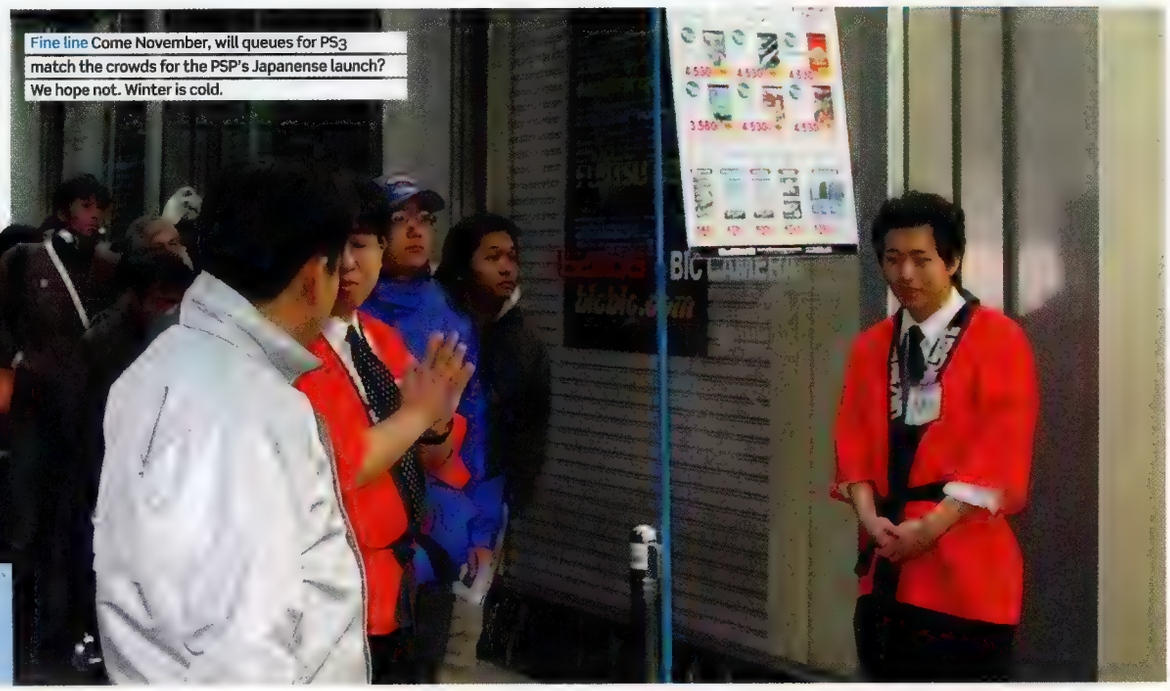
Er, us. Because that would be absolutely chilling. We saw Hostel recently too and it made us sick. Not because of the scene where the bloke's heel gets sliced in half, but because we'd paid good money to watch what could well be the worst film since What The Butler Saw: Special Clothed Edition.

Queue gardens

When PS3 eventually comes out over here, will I have to spend hours in a queue? Also, what do you think the chances of it selling out are? I don't want to go all the way into town with my £500 and come back with nothing. That'd be depressing. I can't wait to get my hands on *Metal Gear 4*! It's going to rock hard!

Paul Deveney, Glasgow

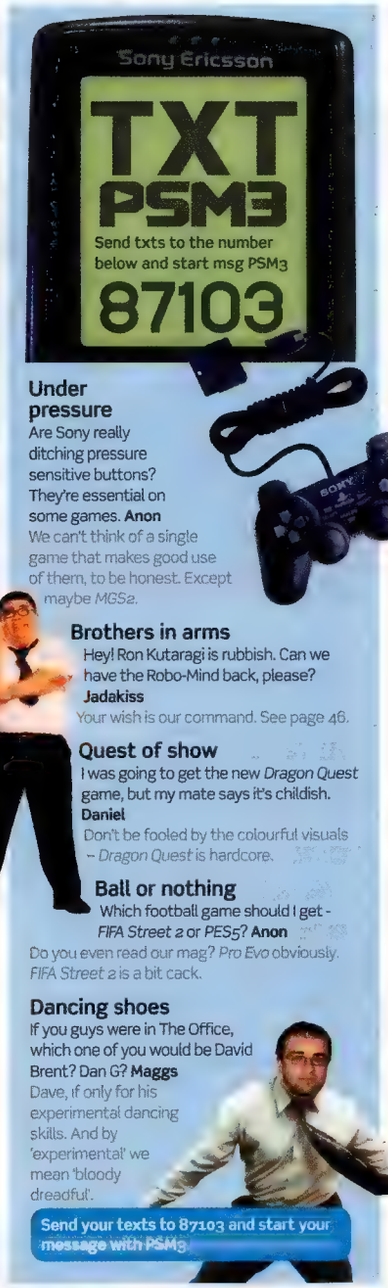
Well, considering the price, it might only be you, P Diddy and Lotto Lout Michael Carroll in the queue. As for it selling out, since the release date is so near Christmas, it very well might. So



Fine line Come November, will queues for PS3 match the crowds for the PSP's Japanese launch? We hope not. Winter is cold.

I was really looking forward to the original PS3 pad design, and Sony went and ditched it! Damn! **Barry, email**

You're probably the only person in the world who liked the sex-o-'rang controller. It's rubbish. Deal with it.



Under pressure

Are Sony really ditching pressure sensitive buttons? They're essential on some games. **Anon**

We can't think of a single game that makes good use of them, to be honest. Except maybe *MGS2*.

Brothers in arms

Hey! Ron Kutaragi is rubbish. Can we have the Robo-Mind back, please? **Jadakiss**

Your wish is our command. See page 46.

Quest of show

I was going to get the new *Dragon Quest* game, but my mate says it's childish. **Daniel**

Don't be fooled by the colourful visuals – *Dragon Quest* is hardcore.

Ball or nothing

Which football game should I get - *FIFA Street 2* or *PES5*? **Anon**

Do you even read our mag? *Pro Evo* obviously. *FIFA Street 2* is a bit cack.

Dancing shoes

If you guys were in The Office, which one of you would be David Brent? Dan G? **Maggs**

Dave, if only for his experimental dancing skills. And by 'experimental' we mean 'bloody dreadful'.

Send your texts to 87103 and start your message with PSM3

Your Space

Fun fair You lot love *LocoRoco*. PSP really needs more games like this. In fact, the world needs more colour and more love. Peace out.

get a pre-order arranged if you can or prepare to be disappointed.

Handheld love

I'll keep this short, but it just had to be said; *LocoRoco* is such a little gem! Finally a game designed for PSP that's not another pointless PS2 conversion. It's so simple, but that's the beauty of it. It's restored my faith in the handheld – until recently, I thought it was a waste of money. Hopefully it will sell loads and the developers will concentrate on making more games that are just as creative and lovely.
Jeff Keehan, email

Despite the fact that *LocoRoco* is indeed gaming magic, it won't be bothering the charts much. The sorry truth is, most people seem to prefer pointless PS2 conversions to fresh, original games. Take a look at the charts if you don't believe us.

Misery guts

After the Sony E3 conference I was stunned. But not in a good way. *Genji 2*'s graphics were only a bit better than PS2 graphics – if that – and there was slowdown every single time the character used his sword. *Gran Turismo* was just the same as the PS2 game, only in a higher resolution, *Warhawk*'s textures weren't very impressive... *[this goes on, for every single game shown at E3 – PSM3]* I, and many others, won't be buying a PS3. It really is way too expensive and the games just aren't very impressive.
The True Snake, email

Just one of a hundred letters and emails from people down on PS3. OK, so some of the games looked a bit low-rent, but come on, the console isn't even out yet. Wait until you're sat at home, motion-sensing pad in hand, hi-def telly set to 'stun' and the volume cranked up. You lot need to lighten up – PS3's going to be brilliant.

Fraud squad

Just thought I'd tell you about the new issue of [mag name deleted]. They've emblazoned your fake PS3 logo across their front cover and inside on their PS3 feature.
Steve Austin, email

Don't think we don't know about someone using our *fake* PS3 logo, thinking it was real. And on the *cover* no less. <snigger> It's a testament to Milf's exceptional artistic skills.

Ramble raider

Just the other day i was playing *gta sanandreas* when i was getting chased by the police i went into empty grounds with a copple of creats and some buldings then one of the police car's ramed me into a wall insted of crashing into it i fell through it. thats is strange.
Joseph Hodkinson, email

That's quite a tale.

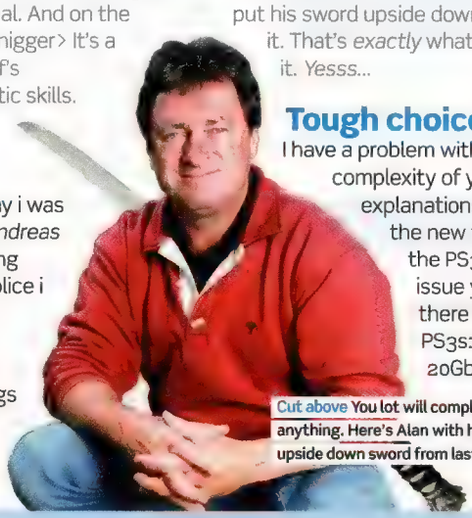
Ninja upset

Oi! You made a massive mistake in issue 77 in the *Shinobido* review. Look closely at the pic of Alan Titchmarsh... keep looking... notice anything wrong with the sword? IT'S UPSIDE DOWN! You melons! If he reached for it, he'd cut his fingers off! The handle should be pointing UPWARDS. You're such *idiots*.
Paul Daltrey, Blackpool

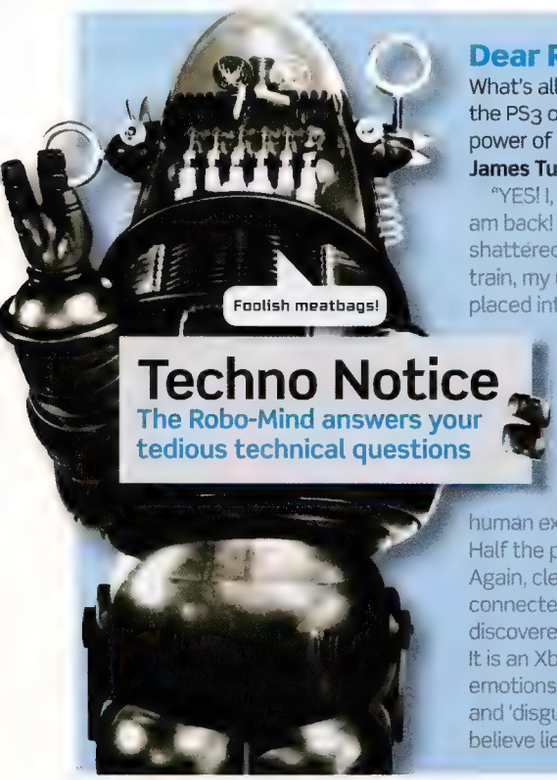
You're the only reader who noticed this mistake. Er, we mean, you're the only reader who didn't get the VERY CLEVER JOKE that Alan Titchmarsh would be such a rubbish ninja that he'd put his sword upside down. Yes, that's it. That's *exactly* what we meant by it. *Yesss...*

Tough choice

I have a problem with the complexity of your explanations regarding the new features of the PS3. In the July issue you said there were two PS3s: 60Gb and 20Gb. When I read



Cut above You lot will complain about anything. Here's Alan with his (deliberately) upside down sword from last issue.



Techno Notice

The Robo-Mind answers your tedious technical questions

Dear Robo-Mind

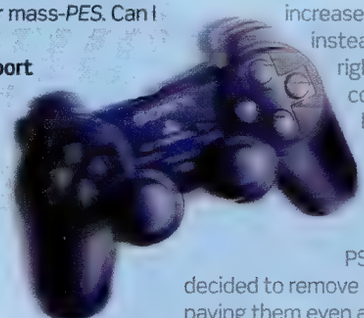
What's all this I've been reading about the PS3 only having "half the polygon power of Xbox 360"?
James Turrington, Surrey

"YES! I, the greatest brain in history, am back! Although previously shattered into pieces by a passing train, my CPU survived and was placed into a new metallic shell by, erm, a passing scientist. Yes. And I have a question for you, fleshsack. Why is it that you must breathe 'air' and excrete half of what you 'eat'? This is clearly not logical. And yet your petty human existence fascinates me so... Half the polygon power of Xbox 360? Again, clearly not logical. I have connected to your puny 'internet' and discovered the source of this dribble. It is an Xbox 360 website. I believe the emotions I am feeling are 'surprise' and 'disgust'. I PITY YOU ALL! Do not believe lies by organisms EVEN WEAKER than yourself! While there are issues surrounding the I/O dataflow of the Cell chip, the fact remains that developers will get used to the chip's foibles in time and use it TO RULE THE EARTH! [Bzzt]."

Dear Robo-Mind

I've got loads of PS2 joypads and a Multitap that I use for mass-*PES*. Can I plug them into PS3?
John Mortimer, Newport

"It's a matter of ports. Just as your females have a port for input and your males have one for... data transfer, so PS3 has ports for memory cards, AV Out and HDMI among others. A microsecond spent perusing the machine will reveal to your fleshbrain that THERE IS NO PS2 JOYPAD PORT. Hence you can't plug it in. I sentence you to DEATH!"



Dear Robo-Mind

Why won't the PS3 joypad shake like PS2 pads? I like that bit.
Mark Kendall, Runcorn

"And you doubtless use this physical stimulation on your pleasure receptors, YES? Oh, pathetic gutsack. How your quest for physical pleasure amuses me. Why not use your time to increase efficiency instead? [Zibble.] The rights to vibrating controllers is owned by a company called Immersion. Rather than pay them a royalty for every vibrating PS3 joypad, Sony decided to remove vibration and avoid paying them even a penny. But one last thing. What is this thing... you... call... love? [Fwzip?]"

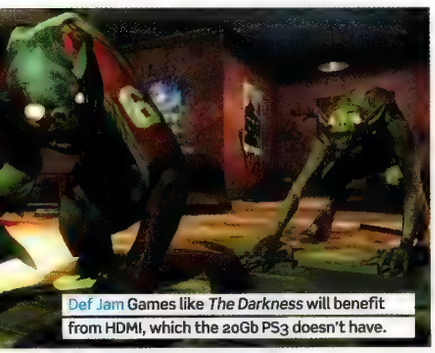
Mark your queries 'Robo-Mind' and send 'em to: psm3@futurenet.co.uk

"I won't be buying a PS3. It's way too expensive"
The True Snake email

Head Honcho Despite his best efforts, poor old Ken didn't impress many of our grumpy readers.

this I couldn't have cared less, but as I read more into the article, I started to become confused. I couldn't work out the answer for myself, so I thought I'd ask the experts: which PS3 should I buy if the only thing I'll use it for is playing games? Help me decide, guys!
David Addison, email

Confused? Mate, even *Dave* can understand that feature. But, in answer to your question, if you want a PlayStation 3 for playing games and playing games only, the 20Gb model should suit your needs. You can still get HD output from a regular component lead and there's plenty of storage for a near-infinite amount of save games. The only problem is downloadable content – will 20Gb be enough to store new *SingStar* songs or movies and demos? The choice, as they say, is all yours...



Def Jam Games like *The Darkness* will benefit from HDMI, which the 20Gb PS3 doesn't have.

UK myspace a place for friends
Check out myspace.com/psm3 and join us

PSM3's Top Eight

The Myspace readers who rock our world

Mitch Vs Superman

ABOUT HIM

"Likes! Friends – Jaffa Cakes – Horror films – Theme parks – Toffee ice cream – My PS2 – Straighteners – Feeder – Halloween – That winter Christmas feeling – Summer Mornings – Dinosaurs – Lynx: Africa *[Mmm – PSM3]* – Husky dogs. Dislikes! No credit – Rainy days – The internet bill : –(The end of summer."

MOVIES

"Scream 1,2,3; the Ring 1 and 2; Texas Chainsaw Massacre; The Grudge; Wrong Turn; Freddy vs Jason *[We sense a pattern – PSM3]* Saw; House of 1000 Corpses."

WHY WE MADE HIM TOP 8

All hail King Emo, his royal straighteners and his unhealthy obsession with slasher flicks!

>>[[EbbY]]<<

ABOUT THEM

"Wellllll there are two of us... there is two-foot-four munchkin Abby Hampton and there is a weak-ass fair-haired girl called Emma Smith."

MUSIC AND MOVIES

"S club 7, S Club Juniors, Rachel stevens erm jo whatsherface from S CLUB 7... anything to do with S CLUBB!!! *[We think they're joking – PSM3]*. Conan the barbarian... Ooooh yeah greasy long-haired men in skirts!!"

WHY WE MADE THEM TOP 8

We like the way they roll. And their outrageous Lil Jon 'space page.

Gus

ABOUT HIM

"I'd like to create a brand new music festival. I would love to make and design a car company that would make Big Expensive Brilliant Cars. Design games... really kool violent games!!! Create a new theme park like Alton Towers. Make a new football team to enter into the Premiership. It would be fun to be a chef and own restaurants. And last I'd get a record shop. And on the top I would have a little coffee shop."

INTERESTS

"I love skateboarding and RODNEY MULLEN IS ABSOLUTELY AMAZING."

WHY WE MADE HIM TOP 8

He's ambitious and Rodney Mullen is indeed absolutely amazing.

Matt Barker

ABOUT HIM

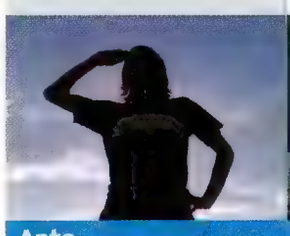
[Matt writes in third person] "Born and living in Leicester, England, Matt Barker loves crafting generally negative feeling songs. He first wrote an album in 2001. It was crap. He shared it with no one."

BLOG ENTRY

"I daresay some of the music is my heaviest yet! And the vocals are superior to anything I've done before. Expect plenty of synths and some guitars! Song titles include: 'Manipulator', 'Waste of Life' and 'Same Skin' (subject to change)."

WHY WE MADE HIM TOP 8

We've known Matt for years, ever since he first sent us his amazing music video. What a guy.



Anto

ABOUT HIM

"My name is Anto. I'm 15. I live in.... drum roll... Runcorn!"

HEROES

"The true heroes in my life are my mates. First of all Nay, best mate ever, man! I love this guy! Walsh! The most musically talented person i know. Ben! Dirty skating jeb end! Hitler, the WEIRDEST person you will ever meet. *[That's probably not the real Hitler – PSM3]*

WHY WE MADE HIM TOP 8

PSM3 likes people who spread the love. We're worried about someone who calls himself Hitler, though.

LeeT

ABOUT HIM

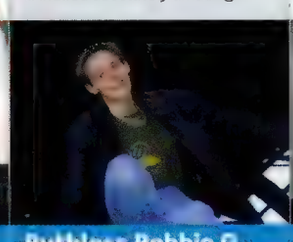
"I'm an easy going, friendly kind of person who loves music, reading, playing computer and console games (old and new), watching telly and films. I don't belong to any 'scene' – I am not a goth, met-alhead, rocker, townie or whatever. Nope."

THINGS HE HATES

"Food that isn't chips. People who walk round Hartlepool shopping centre looking miserable. Animated films like Toy Story. Sixth-formers (they know everything about nothing)."

WHY WE MADE HIM TOP 8

We've been to Hartlepool *twice*. And we looove chips.



Ruthless Robbie G

ABOUT HIM

"Age? 18. Nickname? Robbie G. Eye colour? Greenish. Favourite drink? Cider. Favourite Food? STEAK! Believe in God? Not really Fears? Clowns. Boxers or pants? Boxers. Favourite actor? Samuel L. Jackson. *Motal Kombat* or *Tekken? Mortal Kombat*. Swords or Guns? Swords. Like or Hate Snakes? Neither... I LOVE SNAKES!!"

WOULD LIKE TO MEET

"Anyone who is funny, adores Star Wars and is generally cool."

WHY WE MADE HIM TOP 8

We like his name. And his gif of a humping Stormtrooper.

Memperor

ABOUT HIM

"Exotic Slinky lil asian boy who plays the drums for a band called The Ghost of a Thousand."

WOULD LIKE TO MEET

"The sultan of Brunei."

INTERESTS

"I love dressing up and taking mint pictures of myself. So much fun, I really have nothing better to do! Oh, I like to whack some drums, cookie monster!"

WHY WE MADE HIM TOP 8

PSM3 likes drummers. And haircuts. And Memperor delivers on both counts. And The Ghost of a Thousand are one of our favourite bands ever. That's a fiver, thanks.

You What?

The day Kojima leaves *Metal Gear*... well, we might as well kiss the series good bye. **Samuel, email**

The series will continue forever. Or for however long Konami hold the rights, which will be ages. Let's hope they can keep the series fresh without Koj.

Your reviews are mostly good, but I don't always agree with them so please be more accurate in future. **Daniel Peligeo, email**

Yeah? Well we disagree with your letter. Our reviews are fine – it's YOU with the problem, buddy. Yeah. How d'you like them apples?

You should be able to enter trains and they should allow you to move around inside and be fully rendered with food carts and a first class area. **Mark Hague Luke Sugden, email**

Boy, you guys *really* love trains, don't you?

This is just a snippet from Mark and Luke's essay for 8th GTA ideas list. We've sent it to Rockstar. (We haven't).

ReaderCritic

Disagree with our reviews? Then show us how it's done

Colour chart Some people will be put off by the primary colours, but *DQ* is a masterpiece.

Dragon Quest: Journey of the Cursed King

The biggest RPG on PS2 gets a re-appraisal in our first ever reader review

Reader Profile

Name The Man With The Golden Eyeball
Location Newcastle
Fave games *Dragon Quest*, obviously. And pretty much any Square Enix RPG.
About me When it comes to lengthy role-playing games, I'm the undisputed master.

Dragon Quest: Journey of the Cursed King is about an 'unnamed' hero and the King of Trodain, who are caught up in a race to take down an evil wizard and save their once proud kingdom. Pretty basic story, no? Well, like any RPG there are twists and turns along the way to keep the player busy. Things like weapon creation, sub-stories, the infamous random battles and good old skill learning,

Fight the good fight

The battle system is really easy to understand. You have the basic attack, flee, intimidate and tactics buttons, with the attack button leading onto another menu with the choices of spells, abilities, items, defend and psyche up. 'Psyche up' is the newest skill, allowing characters to sacrifice a turn in order to gain more power, a tactic that quickly becomes essential.

Now, although the graphics may scream "It's for kids!" they were actually designed by the artist behind the *Dragon Ball Z* series – but even though it may look quite childish, it's a very difficult game to master. As the saying goes, "Never judge a book by its cover." Even if its cover looks like the kind of game your kid brother would play.

All in all, this is a rich RPG that stands on the UK shelves right next to revered titles like *Final Fantasy* and *Kingdom Hearts* and should not be overlooked because of its colourful graphics. This is as deep and detailed as its more famous competitors.

The Man With The Golden Eyeball

Reader Verdict

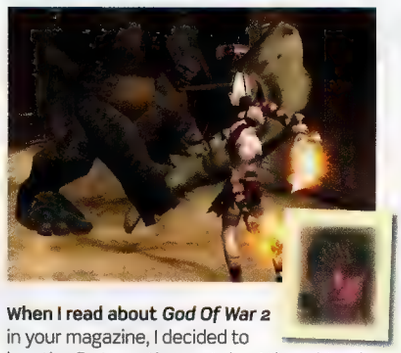
One of the best RPGs on PS2. Easily the equal of the *Final Fantasy* series.

87

Mark your review 'ReaderCritic' and send to the usual address

God of War

Some people reckon this is the greatest action game of all time, including this guy



When I read about *God Of War 2* in your magazine, I decided to buy the first one the next day. I thought only an hour or so had passed, but I had been playing the game all evening – and that's how it should be. *God Of War* is amazing – the graphics stroke your retinas, the sound (even the grim killing effects and roars) soothes your ear drums and the whole game sucks you in. I kept finding myself saying, "Oh, I'll play to the next save point and I'll turn it off" and then saying it again when I reached it. Even the numerous "Where do I go now?" moments weren't enough to deter me from storming on through the game. *God Of War* is one of the greatest games I've ever played. Ever.

94

Vin Perry-French

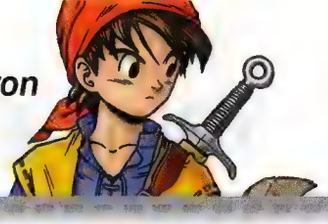
We Love Katamari

An oddball title that may not have flown off the shelves, but made us all smile

This is one of the most creative games I've ever seen. The concept is so simple, but works so well. You'll get addicted to rolling up junk in minutes and you won't stop until you've filled the cosmos with stars. Yes, that's the idea of the game. You have to roll your Katamari ball around, collecting piles of crap, which the King Of All Cosmos then makes into a star. It's mental! But it has a nice Japanese look and feel and one of the best soundtracks of any game ever. You'll be humming the theme tune all day! "Na-na-na-na, Katamari Damacy!" If you like games that are different, get this. My only gripe is that it's quite short. **Joe Mews**

88

"Don't be fooled by *Dragon Quest*'s childish looks"
The Man With The Golden Eyeball email



GTA: Liberty City Stories
A disappointment for anyone expecting another cracker like *San Andreas*

What a let down this game is. I was wary about it being set in the same city as *GTA3* on PS2, and it seems I was right. The missions are way too hard. No, it isn't because I'm rubbish at it or anything. It just has terrible balancing, and there are loads of cheap deaths. Also, Liberty City has barely changed! There are a few new buildings, but it's basically the same with a few slightly different-looking cars here and there. And the bad news doesn't end there, because the controls are abysmal! The analogue stick on PSP is really unsuited to this kind of game and trying to aim is a chore. OK, so it's a technical accomplishment for Rockstar, but the game is average at best. I won't be getting it on PS2. **Peter Begg**

46

PSM3 You were so wrong!

"It's way too easy and the level design is totally linear. Not as good as the old *Tomb Raiders*."
Mark Forrester

Tomb Raider Legend
PSM 74 | Dan Dawkins | 81%

"I agree with your *Tomb Raider* score. It's linear, but the action and platforming are really solid."
Nathan Brindle

PSM3 You were so right!

YouTube The Video Zone
Out there gamer vids from the cyberdepths

Merchant Of Menace by Mega 64

JOKERS Serial pranksters Mega 64 upset yet more American suburbanites by dressing up and re-enacting their favourite videogame moments in the real world. This is their most recent – and our favourite – featuring the merchant from *Resident Evil 4*. "What are yaaaaaa buuuyinnn'?" www.youtube.com/watch?v=7oXxoqweowc

Dancing Kratos by Yuxte

FUNKY Here's a video of a French guy, dressed up as Kratos, dancing in front of some *God Of War* posters to the Crazy Frog. What could be more natural? But perhaps the strangest thing is why is he doing it in *his kitchen*? We've no idea what he's saying, but that's for the best. http://www.youtube.com/watch?v=C2vKmDqNvog

Metal Porn Solid by Frozentoast

NAUGHTY Yes it's childish, and yes it's wrong in more ways than we care to mention, but it made us laugh. Watch in awe as 'Frozentoast' subjects a group of hapless GRU soldiers to an intense rogering. Don't worry – it's not blue or anything. Just immensely, unbearably daft. http://www.youtube.com/watch?v=jO6nD5KWSns

ON THE DISC
See Eric's amazing *Shadow Of The Colossus* time trial in DVD Play

Reader Challenge

Pit your skills versus our fiendish test

DO THIS!

Hitman 'Death On The Mississippi' time trial

We want you to storm through the Death On The Mississippi mission in *Hitman: Blood Money* in the quickest time possible. The catch is, you have to off all seven targets as silently or stylishly as possible. Indiscriminate blasting won't be accepted. Be sneaky.

Game Hitman: Blood Money **Challenge** Tape yourself completing mission 4, Death on the Mississippi, as quickly and stylishly as possible **Deadline** A tight and firm August 14

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LAST MONTH'S WINNER!

Congratulations go to **Steve-o Lewis** who absolutely massacred the devilishly hard Bark At The Moon on *Guitar Hero* with a staggering 88,320 points. His precise fingerwork, ear for rhythm and pure rock energy made him the clear winner in a pool of Coldplay-listening pretenders. Congrats, mate. Prizes heading your way sharpish.

Mark your entry 'Hitman Challenge' and send to PSM3, 30 Monmouth St, Bath, BA1 2BW. Entries in by Aug 14. Employees of Game may not enter. The Editor's decision is final.

"His sword is pointing upwards, you idiots!"
Paul Daltrey Blackpool

Beat The Team

Think you're good at *PES5*? Take on PSM3 and find out...

"Salutations and good health to all. It's Dep Ed Dan D, and Office *PES* Champion Nathan Irvine here, extending a gentlemanly hand of friendship to you, and, all being well, a BLOODY GOOD THRASHING on *PES5*. Find us online on Friday August 11 at 1pm, in a lobby called 'Play PSM3 here'. Are we good? Ask our chums below..."

1 PSM3 (5) vs Bongsmoker (0)
"The action starts with a sack-busting extra time ding-dong between PSM3United and Bongsmoker. After toying with the opponent for 90 minutes, PSM3 are suddenly shamed by the caddish arrogance of it all, and rapidly dispatch five stiff upper net bursters. Back you cads! Back!"

2 PSM3 (7) vs FaceStabz1 (1)
"The delightful FaceStabz1 takes an early lead, unsportingly shoeing one in while the boys stop for a quick pre-kick off smoke break. Suitably peeved, our boys respond with the spirit of the blitz, rationing a handful of jolly good goals between them before relaxing with an Earl Grey."

3 PSM3 (11) vs Noob_killer (0)
"Division 2 star Noob_killer took on our boys with a somewhat rum 2-1-7 formation, and is promptly bombed with eleven of Blighty's finest. Hurrah for PSM3! ! Whizzer! You can't even score with blind girls! What, ho! Toodle, er... Reckon you can 'best' us? Nonsense!"

Final score PSM3United 3 You Lot 0

"A resounding three victories to PSM3. We, as they say in popular lexicon, cannot be moved. No, not ever."

Want to make Nathan and Dan D cry like little girls? Then play them at *PES* online on August 11. Look for the PSM3 lobby and PSM3 United.

Look! I Can Do This!

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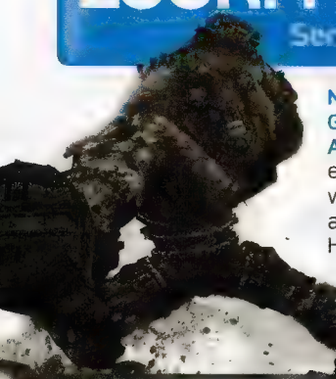
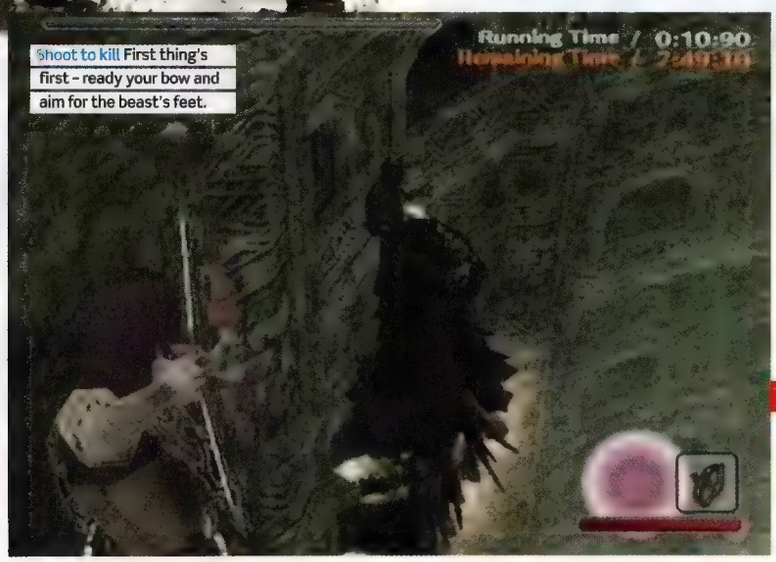
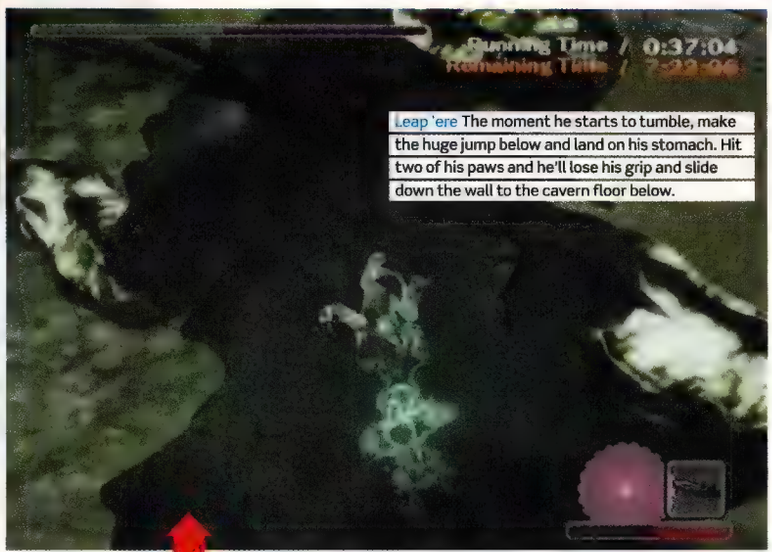
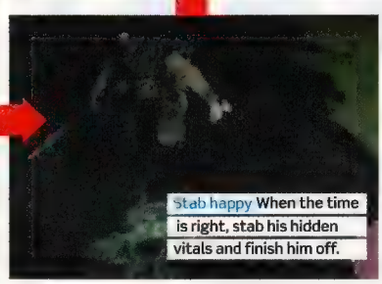


Name Eric 'BMH' Diepeveen
Game *Shadow Of The Colossus*
Achievement "I've defeated the eighth colossus – you know, the wall-climbing scorpion thing? – in a frankly astounding 45 seconds. How? Well, among other things, my leap of faith to the bottom of the cavern was key. Then it was simply a case of finding its hidden vitals and stabbing away."




Running Time / 0:37:04
Leap 'ere The moment he starts to tumble, make the huge jump below and land on his stomach. Hit two of his paws and he'll lose his grip and slide down the wall to the cavern floor below.



PSM3 Verdict

We've seen loads of *Shadow Of The Colossus* time trial videos in our day, but this is one of the quickest. We like how, instead of using the stairs, you just leapt to the bottom of the cave instead. Your bravery paid off. We award you...

90

Video your moves, stick it in an envelope marked 'I Can Do This' and send it to us...

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METAL GEAR SOLID 4

Kojima spills his stealth beans...

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PSM3 Reviews

Instant PlayStation justice

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"For the sort of chaps who wear chaps"

SingStar Anthems page 62

PSM3 review scoring system

0-29 **Rubbish**
An absolute stinker and an insult to gaming. The makers should be ashamed.

30-49 **Poor**
Why did they do that? Didn't anyone play this before they sent it out? Avoid, please.

50-69 **All right**
Hey it works, and we can see what they were trying to do. And that's about it.

70-84 **Good**
Worth playing, especially if you're a fan of the genre. It just lacks that touch of greatness. .

85-89 **Superb**
This is the sweet spot. If a game scores in this zone it's definitely worth your money.

90+ **Amazing**
You must get this. Failure to do so would mean missing out on a real console classic.

PSM3 BUY IT

The Award
If you see this, then you should buy that game.

The Team

Meet our regular reviews squad

Daniel Griffiths
Specialist in Driving, action/adventures and desk thumping.
Playing *Hitman: Blood Money.*
"I've always wanted to be bald"

Daniel Dawkins
Specialist in Extreme sports, football and footballing injuries
Playing *Football Manager Handheld* and *PES6*. "Of course."

Nathan Irvine
Specialist in Sports, retro and gravity-defying haircuts.
Playing *Lumines*. "Because I'm always playing *Lumines*."

Andy Kelly
Specialist in Role-players, retro games and workday lie-ins.
Playing *Disgaea 2*. "Why? You wouldn't understand."

David Cook
Specialist in Shooters, platformers and Belgium.
Playing *LocoRoco* and *Psychonauts*. "I'm mental."

Joel Snape
Specialist in Fighting, shooters, action/adventure and tea.
Playing *SingStar Anthems*. "Can I just stress that I'm not gay?"

Disagree with our reviews? Email your outraged rant to **psm3@futurenet.co.uk**

PS2

Pub Konami | **Dev** Konami
Price $40 | **Release** Out now (import)
Multi-player 1-12

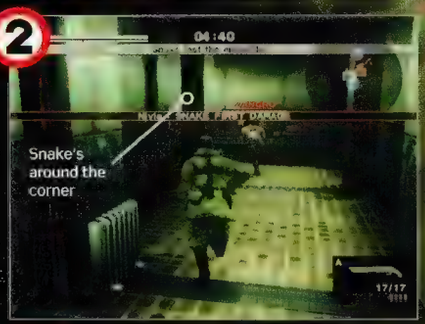
ON THE DISC
More action-packed screens of MGS3: Subsistence

Team Tactics

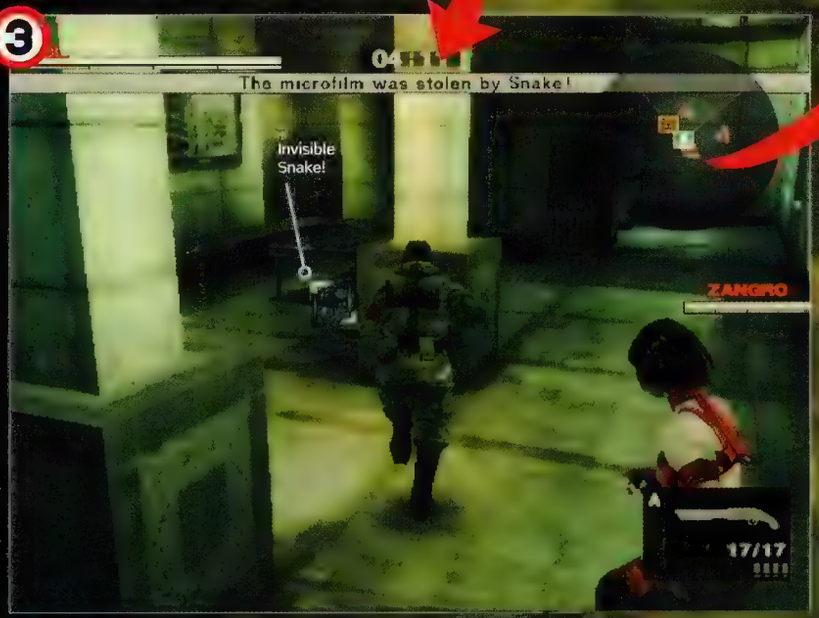
At last, you can kill Snake...

...with some careful team tactics in the online-only sneaking missions

Go! Go! Go! Our gang of Snake-hunters moves out like a well-oiled machine – some take up sniper spots.



Get him! Snake gets busy – he starts flinging stun grenades about and grabs the vital microfilm.



Sneaky Snake Though Snake's in camo, opponents will still see the microfilm moving as he tries to get away.

PSM3 BUY IT

"Like putting your face in a blender"

Metal Gear Solid 3: Subsistence

At last. Here's your chance to 'pwn' Solid Snake

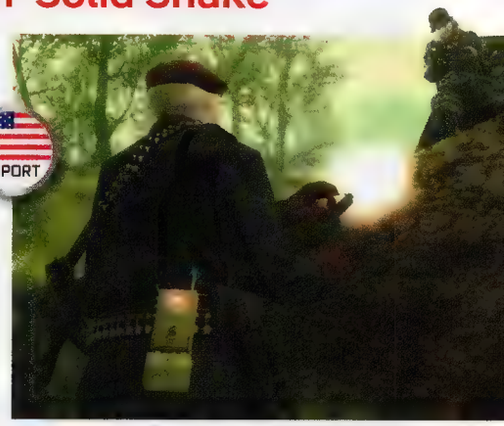
KNOW IT NOW

12 *Ape Escape* minigames?	☑
Online ranking and tournaments?	☑
Secret theatre and Boss Battle modes?	☑
Play as all of The Cobra Unit?	☒

There's a sniper on the roof. He's good, too – three of our team-mates have already dropped to headshots, and grenades raining down are keeping everyone else on their toes. But he's made a tactical error – there's a line of crates leading up to his position and he's left his back open. We clamber up, shotgun chambered, and... disaster! He's scattered a pile of scud mags around the last crate! Our highly-trained trooper drops to his knees with little hearts fluttering around him, helpless to resist the glossy gentlemen's literature. Seconds later, we're shot clean through the head. At least we died happy.

There aren't any other online games where this sort of thing happens – but then, there aren't any other games like *Metal Gear*. It took a special man-mental like *MGS* creator Hideo Kojima to come up with a game where hour-long boss battles sit side-by-side with Benny Hill innuendo, and an insane sort of genius to invent a mask that lets you punch guards in the groin without raising their suspicions. And it takes a special sort of crazy to include a minigame where you chase monkeys, just because you're friends with the producer of *Ape Escape*. Honestly, playing through *Snake Eater* again, there were moments when we wondered if Koj hadn't finally lost it.

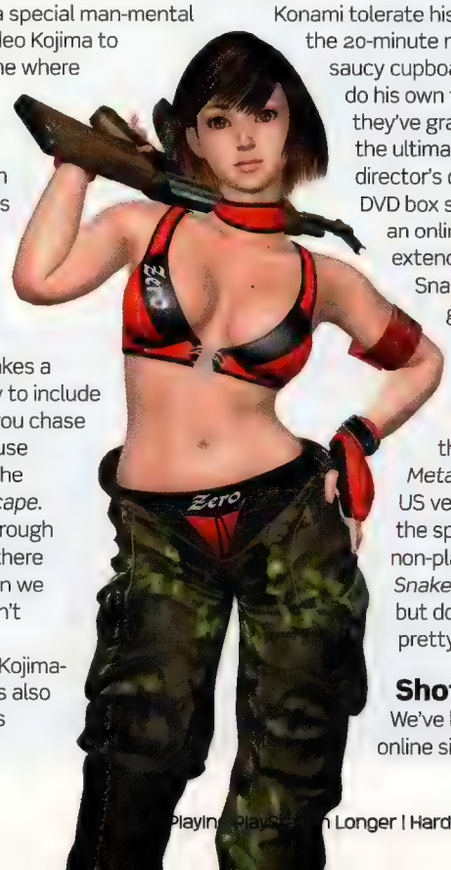
Still, hatstand as Kojima-san obviously is, he's also a genius, packing his games with detail, humour and inspired design that you'll never see in any other title. That's why Konami tolerate his weirder moments – the 20-minute monologues, the saucy cupboard art – and let him do his own thing. It's also why they've granted the third *MGS* the ultimate in self-indulgent director's cuts – a lavish two-DVD box set featuring *MGS3*, an online mode, an extended version of the Snake Vs Monkey bonus game, the Secret Theatre (featuring the *MGS* characters in various 'comedy' mini-movies) and the original two MSX *Metal Gear* games. This US version doesn't include the special, limited-edition non-playable re-cut of all of *Snake Eater*'s cut-scenes, but don't worry – it was pretty rubbish anyway.



IMPORT

Ocelot o' bother The cocky gun trickster leads Team GRU in co-op, and packs some of the game's better weapons.

Doing the treble
The US box set contains *Snake Eater* on the first disc (Subsistence) and the online game on the second disc (Persistence). The UK version – available Oct – will get a third disc (Existence) with all the *MGS3* cut-scenes glued together to create a three and a half hour movie.



Shot to pieces

We've been playing *MGS* online since the Japanese

4

Game over Team-mate NinjaScotch lands a Close-Quarters Combat attack on the chin and Snake goes down. A circle forms around him and four AKs fire in unison. Bring on the next Snake, please.

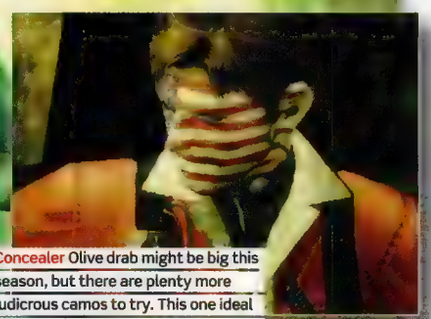
New Moves

Anatomy of a Snake...

What's Snake made of this time around?

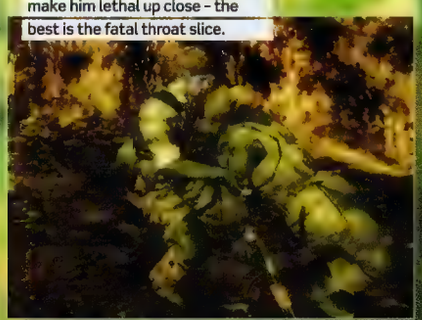
Easter egg Complete the Snake vs Monkey minigame to unlock this desirable *Ape Escape* mask.

Super soldiers Online, the highest-scoring player each round gets the chance to play as one of four special characters: Reiko from *Rumble Roses*, Ocelot, Raikov and Sokolov.



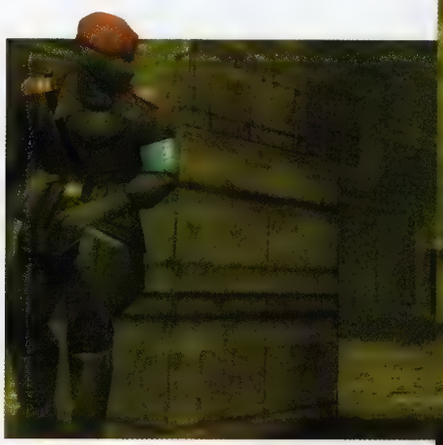
Concealer Olive drab might be big this season, but there are plenty more ludicrous camos to try. This one ideal for hiding Snake in the US flag.

Close quarters With his basic gun/knife combo, Snake's CQC attacks make him lethal up close – the best is the fatal throat slice.



Plum duff Violent on-groin action remains a key feature of *Metal Gear*. Get the Stealth camo, switch to first person and you can do it invisibly... nice.

Grub up Snake still needs food, so you'll spend time shooting fruit from trees and killing the beasts of the forest. Here, Snake vomits.



Caught napping In a deathmatch, it's unadvisable to stand around scratching your arse - however nice it is.

Smoking kills There's no benefit to stopping for a cheeky fag, as Snake's about to find out.

version came out, but not as much as some people. Jumping into Deathmatch mode again feels like voluntarily putting your face into a blender, with opponents so good that you might easily spend ten minutes getting shot without seeing a soul. Missions come in Deathmatch, Team Deathmatch, Capture and Rescue mission flavours, but you'll spend most of your time on the supremely unforgiving Sneaking mode – one Snake against half a dozen other men, all trying to take him down and claim the role of the stubbly hero for their next go.

There's minimal tinkering to the controls, of course – a double-click of R2 now switches to secondary weapon and aiming with L1 is slightly easier. Familiar *MGS* moves are still doable – it's possible, for instance, to crawl through long grass and be hard to detect, stun grenade other characters or plant claymores across popular routes – though such sneaky tricks aren't quite as effective or necessary as you might expect.

More importantly, it's also possible to use other classic *Metal Gear* items; leave a virtual jazz mag in someone's path, for instance, and they have to stop and look at it. Each level randomly generates a few disused cardboard boxes, too, so you're never quite sure if one of them contains an assassin. In Deathmatch mode you only start with a couple of weapons, so it's a serious decision whether to go for the M37 (great for close-in fighting, but regarded by *Metal Gear* elitists as the newbie's option) or the SVD sniper rifle (excellent if you can get up to a rooftop, otherwise rubbish).

See it all Start a game of *Snake Eater*, and you'll spot a new 'I Like *MGS3*!' setting. Start a game with this, save it and quit, and you'll unlock all the demo and secret theatre clips, as well as selected camos.

Fave Feature

Softly, softly, catchy Snake

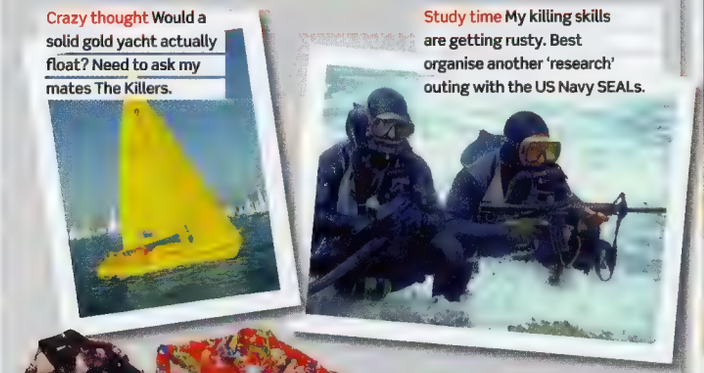
Team modes work well, forcing co-operation and interesting tactics, though the online standard is now so high that you're likely to take a royal stuffing if your gang isn't co-ordinated like a machine.

Best of all are the Sneaking missions. Here, one player is Snake, taking on between two and seven Ocelot unit troopers. Snake's mission is to get one of two microfilms on the level to one of two checkpoints; the Ocelots' aim is to kill him. Things might seem stacked in the Ocelots' favour, but Snake's got a wider variety of weapons. Also, depending on where he is, how much camo he's wearing and how much he's moving, he gets varying degrees of invisibility.

Madness

What's on Kojima's mind?

Bands, fashion and photos of food – it's all in a day's work for Mr *Metal Gear*



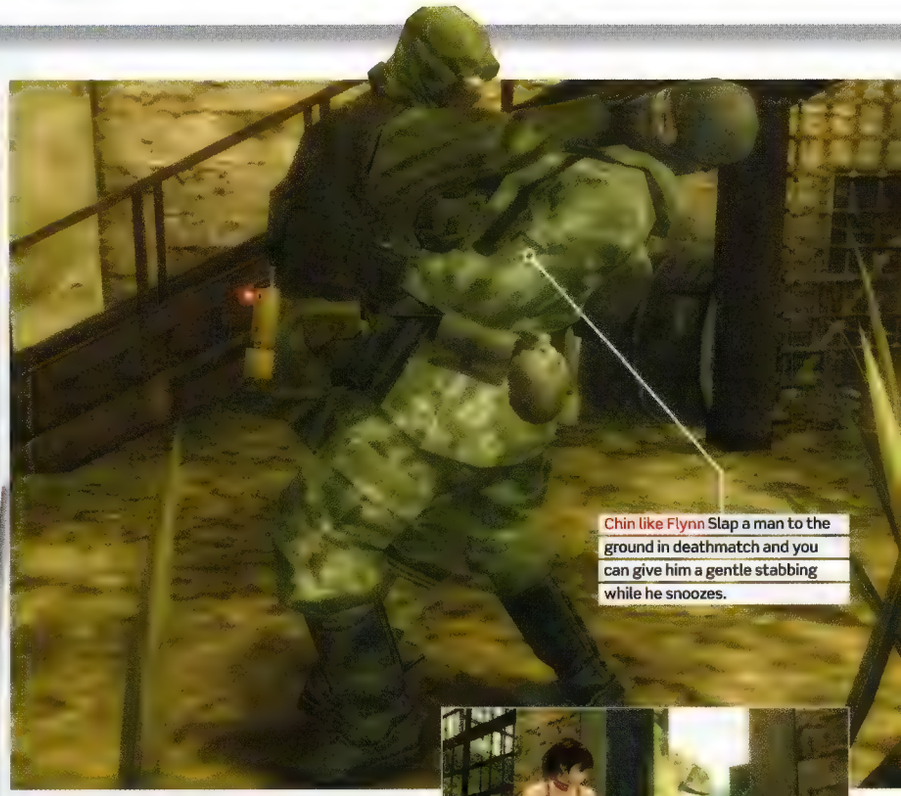
Crazy thought Would a solid gold yacht actually float? Need to ask my mates The Killers.

Study time My killing skills are getting rusty. Best organise another 'research' outing with the US Navy SEALs.

Mid-life crisis Am I getting old? Maybe I should buy another ridiculous shirt?

Obsessions Need to organise my photos of my lunch into an album. I'll make the work experience kid do it.

Social life Great night with my top pals the Rakes. Maybe I'll put them in *Metal Gear 4*?



Chin like Flynn Slap a man to the ground in deathmatch and you can give him a gentle stabbing while he snoozes.

The resulting scrap is like the most violent playground scuffle ever, with everybody firing wild and shouting at each other (it works with the *SOCOM* headset, of course) if they catch a glimpse of Snake.

Subsistence also benefits from a new camera system (available in this version of *Snake Eater* too) that's pitched slightly lower and is more stable than normal. It's supposed to reduce the motion-sickness that some wimps got on playing the original. Still, we barely noticed the difference and switched back to the Default setting after barely two hours.

Our one complaint about online play is that it doesn't really feel like *Metal Gear*. The skills you've learnt from *MGS* – patience, standing still, peering around corners, using the first-person perspective – will mostly get you shot. Success instead relies on running around really fast, checking behind you constantly, somersaulting over things and laying down a fair bit of speculative fire – in other words, classic online gaming tactics. Animal ranks awarded for headshots and infrequent deaths do give you some incentive to play 'properly', but games still go to the man who's quickest with the AK.

A classic cut

It's important to remember that *Snake Eater* alone is an excellent game, with touches of Kojima genius sprinkled liberally throughout. Remember the bit where you spend literally five minutes climbing up a ladder, while being serenaded by the lilting strains of the *Snake Eater* theme wafting on the breeze? How about the moment when you march through the souls of *every* enemy you've killed through the entire game? Or the final fight against Boss – a camouflaged war of attrition in a field full of flowers – which is still one of the most beautiful scenes ever played in a game? It's essential gaming and full of moments that simply aren't possible in titles made by lesser directors.

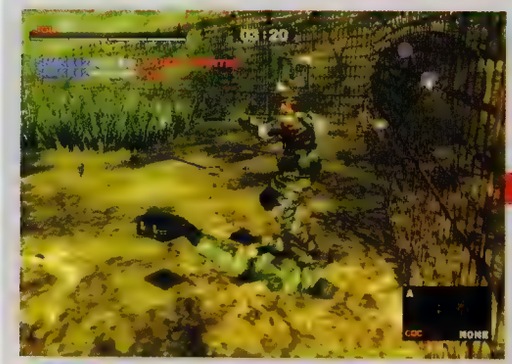
Unfortunately, other inclusions aren't so impressive. The *Metal Gear* games – both originally designed for the MSX – have been translated from their current mobile phone editions and are convincing evidence for the awfulness of retro games. The basics of the gameplay are virtually unchanged – the hide 'n' seek dynamic, the 'Reee!' alert noise, the lengthy Codec chats – but Snake's reduced to a little blob and everything's in 2D. Amusing historical lesson, then – but rubbish.

The Monkey Vs Ape missions are sort of OK. There's a simple pleasure to shooting apes up the ass with a tranquiliser gun or dazing a whole troop of them with one vicious stun-grenading – but again, they aren't real *Metal Gear Solid* fun. Unless you're a diehard fan of quirky Japanese gaming, you'll probably find yourself wondering why they didn't go the *Metal Gear Substance* route and include some extra missions set in Virtual Reality. This edition also includes an unlockable Boss

Multi-Player

Can I be Snake now, please?

Slither your way to the top of the online ladder



Sneaking Playing Sneaking missions is the ultimate in online social dynamics – one minute you're comfortably part of the group, the next you're Snake and going it alone with everyone hunting you.

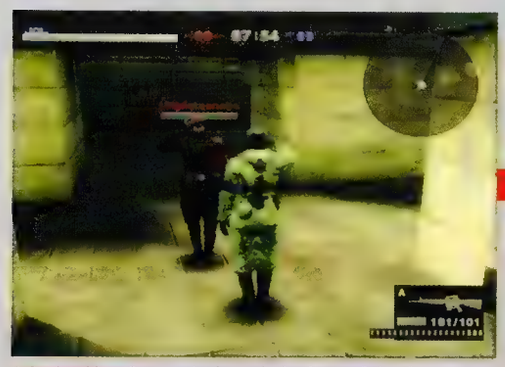
Slippery Snake Seeking out Snake? Look out for clusters of men. When they get 'pwned' by an unseen assailant, look for the shimmer of his camo and unload with everything you've got to grab the glory.

Snake's alive Playing as Snake? With his bigger energy bar, it's tempting to take the fight to the enemy – but don't. Play it sneaky, and you'll be able to get to the end zone without firing a single shot.

Deathmatch There's no option to play as the bearded wonder in the Deathmatch options, so you're short on kit. In our experience, the best tactic is to simply dash around like a madman.

Capture the frog Capture missions are a sort of variation on classic Capture the Flag – except that once the Kerotoan frog is back at your base, you need to defend it for 15 seconds to get the win.

Break the rules Of course, none of this is good enough for the online hardcore, who've already developed 'Fight Clubs' where the rules only allow knifing and punching.



Animal rankings Once you've logged a few hours of play time, you might notice you gain one of the game's Animal ranks. For instance, Chicken is awarded to people with barely any kills or deaths.

Owl at the moon Hide in cardboard boxes a lot and you get the title of Chameleon, while anyone who averages more than ten forward rolls in a round earns the coveted Flying Squirrel tag.

Fox off Think you're top tier? Then you should be aiming for Fox or Foxhound – both take a minimum of 15 hours play, a 3:2 kill/death ratio and getting yourself ranked in the top 200 players.

Attack mode and the inevitable 'European Extreme' difficulty, but you'll find that you won't play them much.

Now that it's available in American, *Subsistence* feels like a much more enticing prospect than the impenetrable Japanese version. If you haven't played *Snake Eater* before, this is the definitive edition of a fantastic game, and we'd recommend it without hesitation. Ultimately, if you've already been through the Pain and the Sorrow and the Fury, you'll have watched the trailer multiple times and be gagging for *MGS4* – but the new material here will keep you going until then.

Oh, and one more thing. If you ever find yourself up against a smut-scattering gunman, the best plan is to play as Raikov and send him after your enemy. Raikov bats from the pavilion end, so he's immune to the lure of lady-grot. Koj, you're a very dirty genius. **Joel Snape**

PSM3 Verdict

***Metal Gear: Subsistence* contains...**

Male nudity | Exciting online play | Hours of ponderous philosobabble | Monkeys

Overall One of the best games ever, with a swathe of excellent online options bolted on for good measure.

93

PS2

Pub Sony | **Dev** Sony
Price £20 (£40 with 2 mics) | **Release** Out now
Multi-player 1-8 in party mode

ON THE DISC
Check the PSP wallpapers feeder for some bangin' themes

Dolly mixtures The irony is that if you buy this game, you're probably in no position to fully appreciate the lure of the Pussycat Dolls.

SingStar Anthems

'Cos *Singstar: For Men Who Take Two Bottles Into The Shower* was too long

KNOW IT NOW

Awful 'midnight in O'Neill's' singalongs? ☑
The utterly joyous Kids In America? ☑
Only really enjoyable after a lot of cider? ☑
A feeling of being powerfully manly? ☒

Woah, there! Stop. If you're thinking about buying a copy of *SingStar* for a rousing chorus of God Save The Queen, a quick burst of Deutschland Uber Alles or a duet on Fair Antigua, I Salute Thee – then don't. This game does not feature those sort of anthems. *SingStar*'s karaoke killers are more the sort of anthems that appeal to... how can we put this? Men who are good with colours. Men who own more than one hat. Men who moisturise. Men who... well.

Look, there's no escaping this: *SingStar Anthems* is as camp as a turret. Sony can't say so on the packaging, but this edition in the singalong series is clearly laser-targeted at exactly two demographics: hen party-goers and the sort of chaps who own leather chaps. Don't believe us? Then allow us to draw to your attention exhibit A – the intro video. It features a bunch of Gap-smothered Pringle-munchers who spontaneously decide to interrupt a night of discussing genetically modified food, and their favourite episodes of Friends, to plug their *SingStar* microphones into their PS2. They start singing – tentatively at first – and before you can say 'Graham Norton', their home has been invaded by a shrieking harpy in clown-style rouge and a sequined Mardi Gras costume. Within minutes, everyone's blowing party streamers, wearing feathery hats, and the whole place looks like an advert for Bacardi Breezers. The message is clear: play *SingStar Anthems*, and you're going to end up in a feather boa.

Take the mic *Anthems* comes with two mics for £40, but you can get it for £20 minus mics.

Decades of fun

Anthems offers tuneage from every era

Dan D loves the 70's

"After developing precociously good taste in music as a toddler, I went on to develop a crush on Britt Ekland and later, Wonder Woman and Bo Derek. And how about that episode of Bagpuss when the mice make the fake chocolate factory, eh? And remember Mr Benn? Wow. Yes."

Films

"Jaws invented the summer blockbuster, but for teen heart-throbs you've got to go with Star Wars. Oh, Han Solo, why won't you rescue me?"

Fashion

"It's difficult to pull off the three fashion staples of the Seventies – miniskirts, beards and roller skates – in one outfit. Especially when you're only aged three – but I managed."

You might also like

YMCA (*Popworld*): "I've been to a couple of these and it's true – you *can* have a really good time. They had table tennis and everything."

Dave loves the 80's

"My love of Robert Smith and Queen aside, what I really took from the Eighties was Gordon Gecko's love of money – that's why nobody on the team can put anything down without seeing it turn up on eBay ten minutes later. And what a decade for the ladies! Bonnie Tyler, Cher, Candi Staton, Margaret Thatcher... yowza!"

Films

"I cried and cried at ET, but you can't beat the Terminator for quintessential '80s action. And that bit where Arnie wanders into the biker bar starkers. I mean, we've all thought about that, haven't we? Hello?"

Fashion

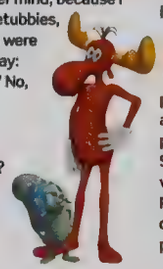
"You can't go wrong with a pair of fingerless gloves. If in doubt, just look at any Michael Jackson video. Ahead of his time in the sartorial stakes."

You might also like

Careless Whisper (*SingStar*): "Cracking song, but who says guilty feet ain't got no rhythm? I stole 50p off Nathan the other day and I still move like a gazelle. Owl"

Nathan loves the 90's

"For a long time during the '90s, I dreamed of being a singer. Then I moved to the big city and had to get a job dancing on a bar to support my dreams. Then, one night, while I was spraying a customer with beer suds, I... no, wait, I'm getting myself confused with Piper Perabo from Coyote Ugly, aren't I? Never mind, because I still loved the decade when Teletubbies, Robbie Williams and Twin Peaks were invented. And it's like I always say: "You can't fight the moonlight." No, wait – that's Piper again.



Films

"What, apart from Coyote Ugly? Um, Rocky And Bullwinkle? I think Piper was in that as well."

Fashion

"I spent much of the '90s wearing my trousers back to front, in support of Kriss Kross's hardline political stance on the first Gulf... no, wait, I've got this all wrong, haven't I?"

You might also like

Livin' La Vida Loca (*SingStar*): "I had a girlfriend who made me take my clothes off and go dancing in the rain once. Nearly got pneumonia. Stupid, really."

Andy loves the 00's

"I'm only twelve and MTV's given me the attention span of an ASBO goldfish, so I only like ironic dance remixes of the Ghostbusters theme tune, tiresome schmindie guitar bands and frighteningly obscure J-rock. That said, sometimes I just like to get together with my chicks and pretend to be in the Pussycat Dolls. Don'tcha wish your girlfriend was hot like me?"

Films

"There's been a lot of powerful film making already, but I'm picking upcoming Samuel L. Jackson viper-fest Snakes On A Plane to define the decade. Snakes... on a plane! Genius."

Fashion

"You can't go wrong with Converse. Unless you get a ridiculous pair of checked ones to stand out, then realise that none of your trousers go with them. Like I have."

You might also like

Take Your Mama (*Party*): "I really relate to this, because I love showing people's mothers a good time. That said, I'm not so welcome at the cross-stitch circle any more."

Not that there's anything wrong with feather boas. Rock types, emo kids and Smash Hits readers have already got plenty of *SingStar* options, so it's about time somebody else got a go. But the fact is, unless you've just tottered out of Wetherspoons wearing L-plates and a pink cowboy hat, it's possible you aren't going to like this *SingStar* very much.

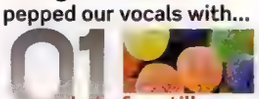
Happy camper

We tried to enjoy it, honest. We made a genuine attempt to recruit an actual, real hen party off the throbbing streets of Bath to play it with. Using our own bodies as bait, we flexed our pecs and tried to lure the staggering, stiletto-heeled vixens back to our PlayStation haven with the promise of Candi Staton and all the Smirnoff Ice they could drink. For some reason, they weren't interested. We were several pints of 'confidence' juice in to be fair, by the time we started hollering at them in the streets, and that may have affected our usual charm.

SingStar Anthems needs a crowd though, and we're professionals, so we made a determined foray into a couple of Bath's 'friendlier' pubs. We thought we might find some people who actually like Steps – or at least don't want to batter blonde buffoon H to death with a rake every time they see him. We couldn't find anyone who didn't want to do that. So we had to make do with a few of our mates, some girls we met in the chippy and an incredibly drunk Irishman with a glass eye we met on the way home.

Stat bastard

During this review we pepped our vocals with...



01 packet of pastilles

34 cans of beer

19 packets of crisps

12 cups of tea

06 bottles of vodka

It's draining men

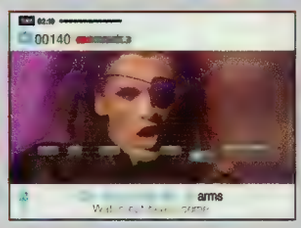
Our initial impressions of *Anthems* were middling. A first flick through the track list left everybody a bit underwhelmed. The men point-blank refused to sing It's Raining Men and I Will Survive, possibly because they imagined they had some male pride to salvage. Just look in the mirror, lads. Then the girls started acting up. They didn't want to sing the Pussycat Doll's Don't Cha or Biology by Girls Aloud. Apparently it was "embarrassing" (by which they mean

Every Song

It's party time

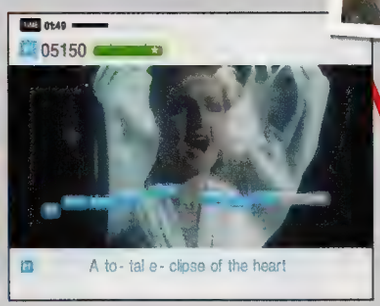
The story of a night in with *SingStar Anthems*

Slumped on the sofa indifferently

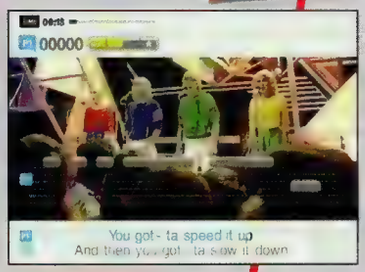


You Spin Me Round (Like A Record) – Dead Or Alive
Before Pete Burns became a dinghy-lipped grump, he made a song about spinning around. We like.

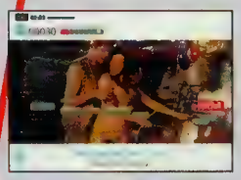
Total Eclipse of the Heart – Bonnie Tyler
"Every now and then I get a little bit looonel-leey..." Almost impossible to stop singing after you've heard one line.



Hammering at the 'off' button

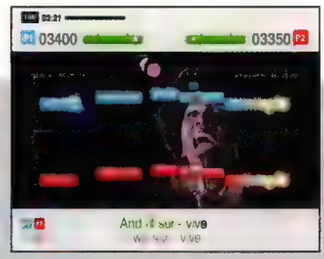


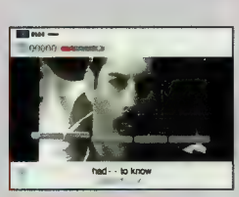
Making Your Mind Up – Bucks Fizz
Britain's best Eurovision tune, as sung by that woman from Record Breakers. A bit popsy for our tastes, though.



Relight My Fire – Take That
Classic 'gos twee pop with added Lulu. If you catch yourself singing this, you should probably steal your own dinner money.

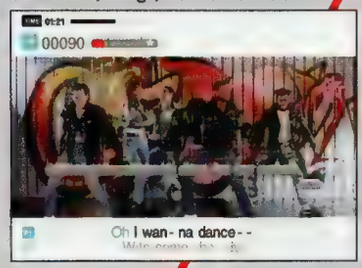
I Will Survive – Gloria Gaynor
Beloved of ladies in transparent stilettos everywhere, 'Survive' was an hilarious highlight – once we'd paid Nathan and Dan five genuine pounds just to have a go.





Radio Ga Ga – Queen
The surprise hit of the package. Nonsensical lyrics and a rousing handclap section make this Luddite's anthem a guaranteed crowd-pleaser.

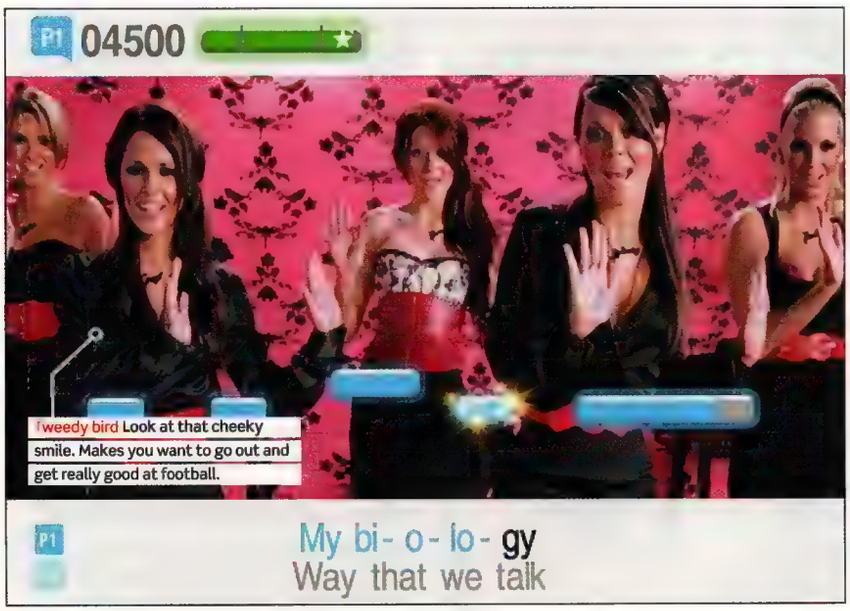
I Wanna Dance With Somebody – Whitney Houston
Plenty of excuses for vocal vamping and that weird 'Rrrrruaaaa' noise that all proper singers do. We can't, though, and sound like drains.



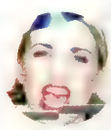
Turn Back Time – Cher
Cher belts out another floor-filler – but we'd have preferred the Shoop Shoop Song.

Free – Ultra Nate
If you know this, you probably already spend your weekends taking poppers in a repurposed steelworks.

Young Hearts Run Free – Candi Staton
From the scene in Romeo And Juliet where Mercutio sings dressed in a silver cocktail dress. But there's *nothing camp about it at all.*


P1 04500
I weedy bird Look at that cheeky smile. Makes you want to go out and get really good at football.
P1
My bi- o- lo- gy
Way that we talk

Just duet



Sony seem to have forgotten about duet mode - nothing here matches the Elton John/Kiki Dee version of Don't Go Breakin' My Heart. Shame.

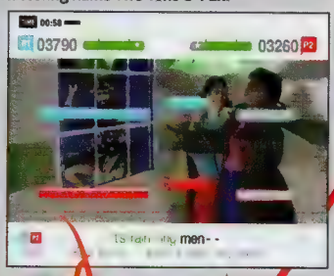
demeaning) and no amount of baying like dogs by the blokes could convince them otherwise. Don't they want to be popular?

First tune out, then: Bonnie Tyler's magical Total Eclipse of the heart. This is a song that couldn't be more '80s if it was being sung by Hulk Hogan and Mr T inside a giant ceramic recreation of Billy Idol's face. It's the perfect combo of shouty singability and fist-clenching faux-earnestness – and it's almost impossible to stop singing once you've heard it a couple of times in a row. After that rousing starter, we dished out

Singstar Anthems

"Sadly, there's a plethora of duffers in *Anthems*' line-up"

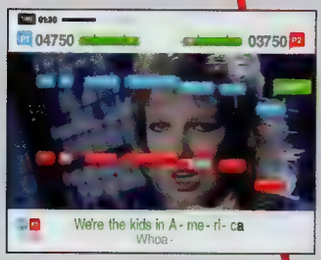
It's Raining Men – The Weather Girls
Storming song. Athough the Weather Girls were a one-hit wonder, they also got to number two with Earth Can Be Just Like Heaven... under the slightly less flattering name Two Tons O' Fun.



Can't Fight The Moonlight – Leanne Rimes
Clinically bland country twaddle with ridiculous lyrics. We have no idea what 'fighting the moonlight' involves. Dan G sang it loads, though.

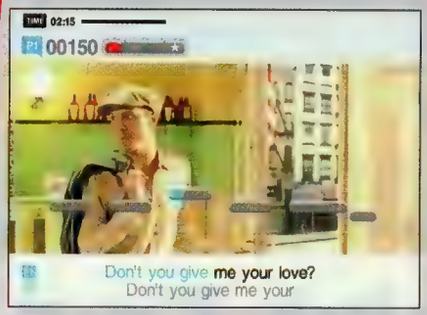
Don't 'Cha – Pussycat Dolls
Highlights include plenty of scantily clad bouncing about on trampolines – only occasionally disrupted by that mannish ginger one popping up to spoil the fun.

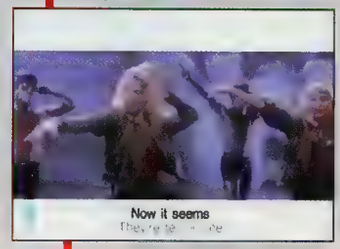
Kids in America – Kim Wilde
Pre Kimsy's Holland And Barret vitamin days, this was Wilde's best number, and the 'Who-ohs' make it a musical favourite. We sang this one seven times.



Biology – Girls Aloud
A hugely catchy track featuring the classic line: "Say you need me, and not my dirty brain." Cue fevered speculation on which Aloud has the dirtiest brain...

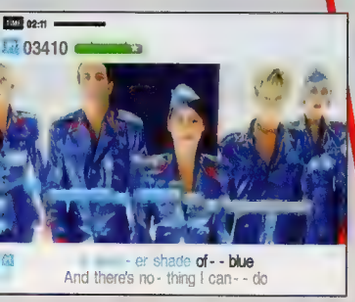
Laura – Scissor Sisters
The Sisters underrated second single demands an understated vocal style, but still isn't as good as Take Your Mama on the first *SingStar*.





Crazy Chick – Charlotte Church
Charlie stops eating crisps long enough to chip in this decent number about parties and boys.

I Heard a Rumour – Bananarama
Melodic but anti-climatic finale. Party over, and everyone looks a) drunk and b) disinclined to play *Anthems* ever again.



A Deeper Shade of Blue – Steps
One of Steps' weaker songs, Blue showcases the band's 'darker side' in clangingly obvious fashion. We much prefer 5-6-7-8. Or their cover of Tragedy [cough].

I've Never Been To Me – Charlene
We'd never heard this dreary ballad, but it did this to Andy and our mate Kath. Avoid like death.

some much-needed vodka and blasted through Spin Me Round, Laura by Scissor Sisters and Young Hearts Run Free. Then we drank the last of the booze, took a deep breath, and sang Don't Cha, Turn Back Time and Crazy Chick by Charlotte Church. Then we just about made it through the rest of the songs... and then we frisbeed the disc out the window, put on *SingStar Party* and had a great old time.

Time for a change

The thing is, it's a bit unfair to wail on *Anthems* for being too camp. In the cold light of day that's like complaining that *God of War* is a bit violent or that *LocoRoco*'s a bit too cute. Instead, we should blame Sony for their sorry neglect, doubtless fuelled by thoughts of one last cash-in before PS2 pops its clogs. They haven't really bothered to change the *SingStar* formula since third game *Popworld*, and the changes they *have* made don't even paper over the cracks. The rap meter doesn't come into play at all, and the duet dynamic's barely used. *SingStar*'s flaws, meanwhile, have been mostly ignored by the developers, who probably hope we're all too 'mainstream' (or drunk) to notice.

The song 'medleys' still sound really weird, with no attempt to make the songs segue into each other, and tunes fade out at what almost seem like random moments. How hard can this be to fix? Granted, the party games are still sort of fun, but we'd still like to sing four abreast with two mics plugged into each USB slot. And we know it's childish, but what happened to replaying tunes with comedy robot voice effects? Worst of all, though, is the scaling down in this edition. *Anthems* features only 20 songs in comparison to the 30 released with every other *SingStar* so far, and the plethora of duffers in the line-up mean that this package is not exactly great value for money.

The sad truth is that *Anthems* is really just an optional song pack en-route to PS3's thousand-song downloadability. That would be OK, but it's not a song pack we, or a random sample of the great Bath public particularly like. Give us a heartfelt burst of God Be With You, Land Of Bavaria any day.

Joel Snape

PSM3 Verdict

***SingStar Anthems* contains**
Oiled torsos | Big hair | Sweating abdominals
Throaty tunes | A dodgy song selection

Overall Only worth buying if you've got a habit of hosting hen nights at your flat. The worst *SingStar* yet.

65

Pub Electronic Arts | **Dev** Electronic Arts
Price £30 | **Release** Out now
Multi-player 1-2 Wi-Fi

ON THE DISC
A full set of *Def Jam: Fight for NY* screenshots

Bling it on As a rule, the more ice you're rocking, the better the crowd response – so if you're jewelled up like Mr T, the quicker you build Charisma and Blazin' moves.

Def Jam Fight For NY: The Takeover

Mama said knock you out. So best get on with it – time to rap and rumble

KNOW IT NOW

More than 40 hip-hop artists? ☑
Throwing a man in front of a train? ☑
24 solid-object packed arenas? ☑
A 'talk it out sensibly' option? ☒

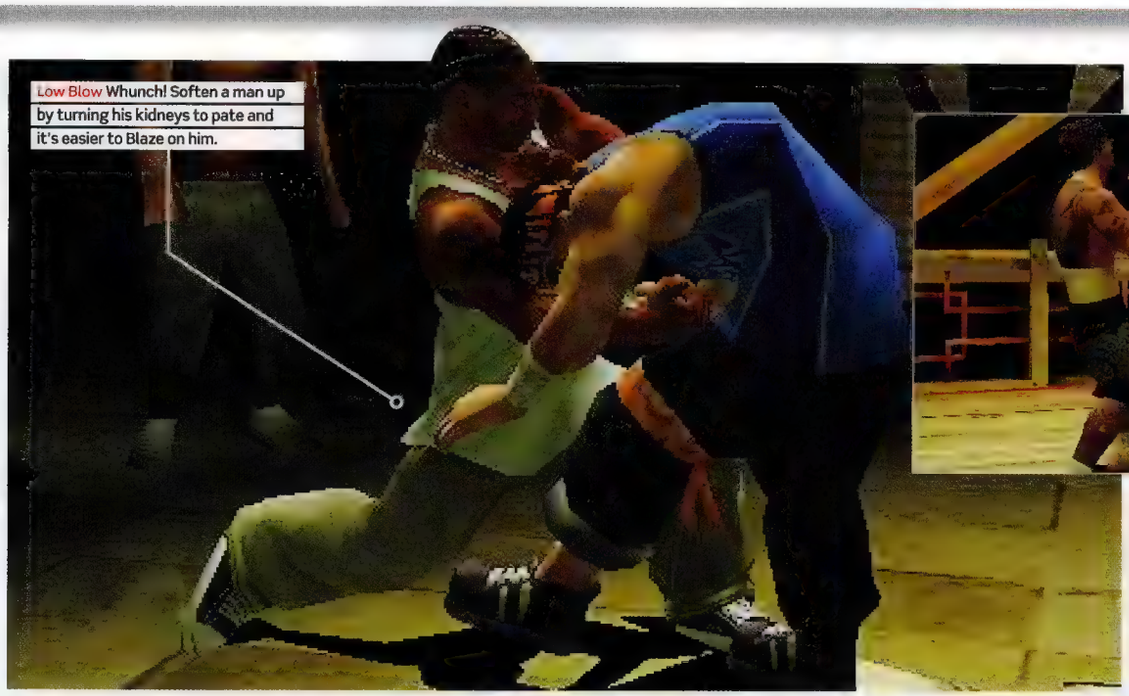
This latest instalment in the *Def Jam* series isn't subtle. It's a game where violence solves everything and the only thing better than shoeing a man unconscious is doing it with a box-fresh pair of Reebok Supercourts. It's a game where the rappers on the soundtrack shout about capping each other's asses at the same time as their on-screen alter-egos are smacking people in the chutneys. And it's a game that works really well.

This is actually almost the same as *Fight For NY*, the second PS2 *Def Jam* title released more than a year ago. The only difference is the story; where that version saw you up against Snoop Dogg's gang, this uses a handful of static cut-scenes to tell the tale of the rise of D-Mob, the underworld kingpin. If you haven't played *Def Jam*, it's more wrestling game than traditional beat-'em-up, with an emphasis on grappling and button-hammering rather than complex button sequences.

That's not to say that combos are impossible, though. The difference is that instead of relying on elaborate 'juggles', it's all about using the environment to your advantage and keeping your opponent off balance. Chuck them into the crowd, for instance, and someone will grab their arms or shove them into you, giving you a chance to pull off a team-up move or a clothesline. Throw them into a solid object and you've got the chance to pull off a special grapple, like shoving their head through a wall or DDTing them into a jukebox. *Def Jam*'s magic lies in the meatiness of its connections – where other fighting games feel a bit floaty, every punch and stomp here carries weight. It's impossible to overstate how important this is to the game; when you're the one throwing haymakers, it's a test to not actually start shouting at your PSP. Adding to the mix, simply wearing down an opponent with baby jabs isn't going to finish them off – once their energy is in the red, you need to nail them with a Blazin' move, weapon or special attack.

Fighting with grit

So what's changed in *The Takeover*? In terms of the actual scrapping, very little. First up is grit: in certain environments, it's



Low Blow Whunch! Soften a man up by turning his kidneys to pate and it's easier to Blaze on him.

Better off red Redman appears as a martial-arts savant stoner and remains our favourite character.

possible to chuck a handful of sand into an opponent's face from the floor, briefly dazing them and giving you the advantage – a nice touch, but it doesn't really add anything major to the gameplay.

More important is the 'mount' position. While an opponent is on the ground, pressing ⊗ lets you jump on top of them and pound their face into paste. Similar to the little-played *Ultimate Fighting Championship* games, the man on the bottom can block or reverse the position – but if your energy is completely drained, it's possible to be knocked out. The trouble is, after you use this tactic to roll through your first half-dozen opponents, the computer starts reversing it every single time. You'll eventually stop using the move, making it sort of pointless.

Probably the most misguided addition to the *Def Jam* set-up are the pre-fight cut-scenes. In a way, the idea is to set the scene for the rumble ahead. Instead of simply squaring off, you're treated to a little clip of the fighters shoving, slapping or goading each other, which segues seamlessly into the action. Trouble is, sometimes the game will decide, seemingly out of the blue, that you're going to start the match pinned to the floor, being smashed in the face with a whacking great iron pipe. This means you start the bout weakened, which might add a bit of tension to the affair, but it's mainly just frustrating – why don't you ever get any control over the outcome?

Despite this handful of weaknesses, *The Takeover* works well on PSP, partly thanks to its new structure. Instead of an elaborate story, you cut straight into dozens of fights, most of which last just long enough for your girlfriend to dry her hair. It's also partly because *Def Jam* is so ridiculous, you have to love it. Mostly, though, it's because this game lets you somersault-punch men in the face with Busta Rhymes. Word. **Joel Snape**

Nice Legs Surly break-dancing champion Crazy Legs makes an appearance as a character in *Def Jam* – and he'll also be in *B-Boy*. Gets about a bit, doesn't he?

Fave Feature

PSM3 Verdict

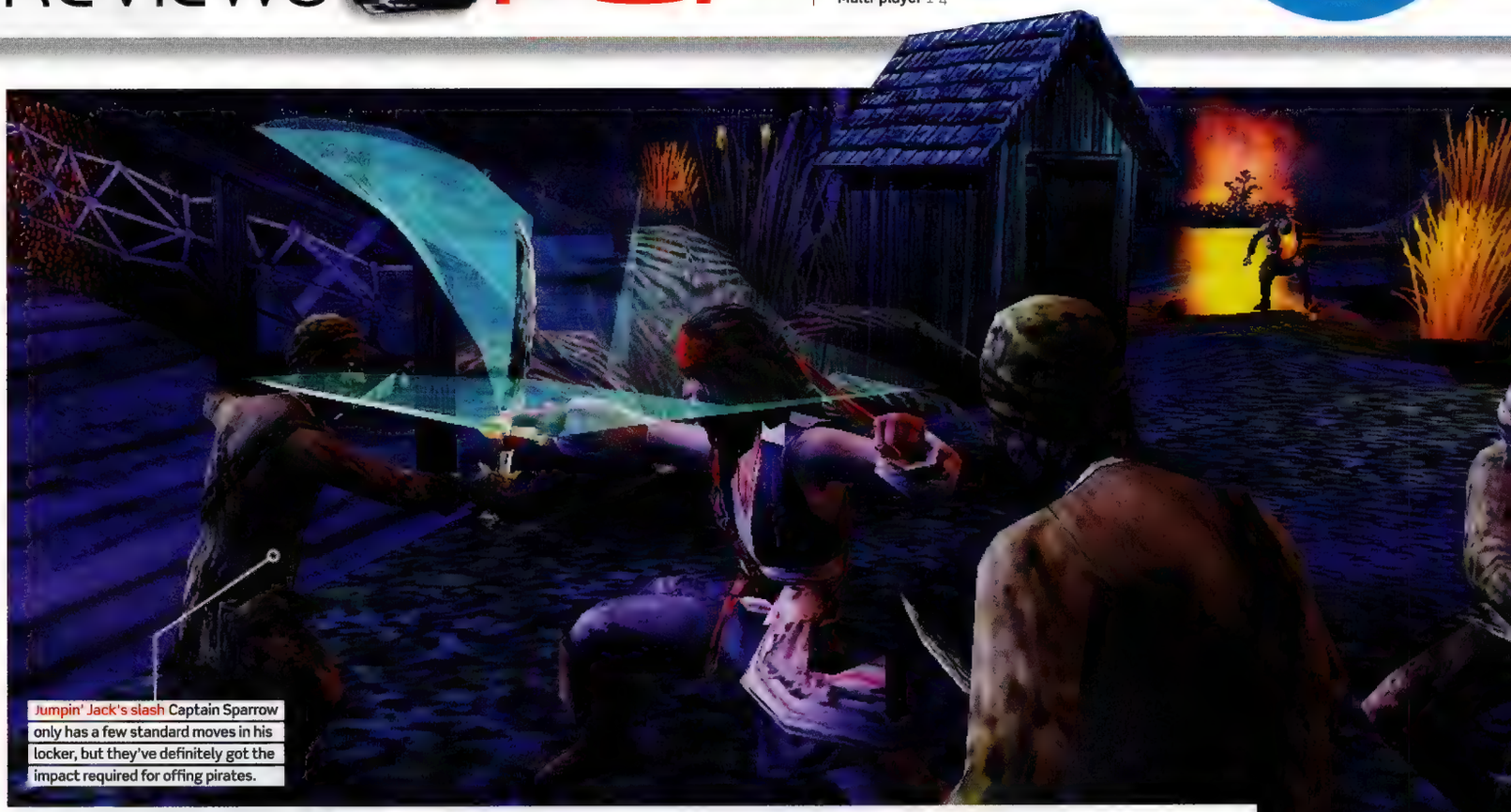
***Def Jam: The Takeover* contains...**
Facial stomping | A million pounds of bling | Harsh violence | Bubba Sparxxx | Grit

Overall Exaggerated, stupid and brutal... but we mean that as a compliment. The best beat-'em-up on PSP.

85

Pub BVG Games | **Dev** Amaze
Price £30 | **Release** Out now
Multi-player 1-4

ON THE DISC
Screens and artwork for *Dead Man's Chest*



Jumpin' Jack's slash Captain Sparrow only has a few standard moves in his locker, but they've definitely got the impact required for offing pirates.

Pirates Of The Caribbean Dead Man's Chest

Buried treasure? No, a visible mass-market product for casual gamers

Pirate games should be brilliant. Pirates have vicious sword battles, search for gold and jewels and generally faff around on the high seas, knocking back rum and having a grand old time. But not here. For while it's riveting to follow the adventures of Jack Sparrow in the movie, it's not in the game.

Even though Johnny Depp has lent his vocal talents, and his digital incarnation certainly looks a bit likey, there's very little to treasure here. *Pirates of the Caribbean* forces you into a world where monotony rules the waves. Swinging, leaping and sword-stabbing your way through the movie's environments soon falls into a dull routine: hit baddies, solve puzzle, watch cut-scene. Repeat until stale.

The fighting is fairly solid as you chop down foes with simple combos or dole out an equalising kick to the spuds. You can even use bottles and guns to fell an enemy. But the bad guys all look the same, and duffing up identical gangs of sword-wielding maniacs soon becomes tedious.

The action is interspersed with an assortment of puzzles which would be OK, if it wasn't for some glitchy camera angles and clipping. Sadly, transferring a barrel of gunpowder from one side of a lava pit to the other is trickier than it would be in real life. And the problems don't stop there.

Unoriginal pirate material

Jack Sparrow must be the only pirate in history who can't swim. That's right, touch the water and you'll sink like a cement-smeared dinghy. If the checkpoints weren't so agonisingly far apart this wouldn't be a problem but, at one point, we'd stormed through hours of a level, only to topple into the drink and be sent right back to the start. Then there's the shoddy animation which has Jack stumbling about like a drunk tramp rather than reeling in pain when burnt by spouts of flame. And so on.

Pirate power
Conquer treasure islands and you'll learn new attacks such as the violent 'forward-flip and thrust your sword in the ass' move.

Despite these flaws, *Pirates of the Caribbean* just about offers enough if you're hooked on the film. Swinging on ropes and slicing zombies can be fun, plus there's a Wi-Fi mode, which sees up to four captains firing cannons at each other's ships. Ultimately, it's one of those games. It isn't awful by any stretch, but it could have been so much better. **Nathan Irvine**

PSM3 Verdict

***Pirates of the Caribbean* contains...**
Zombie pirates | Really annoying puzzles
Johnny Depp's voice | Brutal stabbings

Overall While the sword-slashing provides a bit of fun, glitchy graphics and repetitive action sever any lasting appeal.

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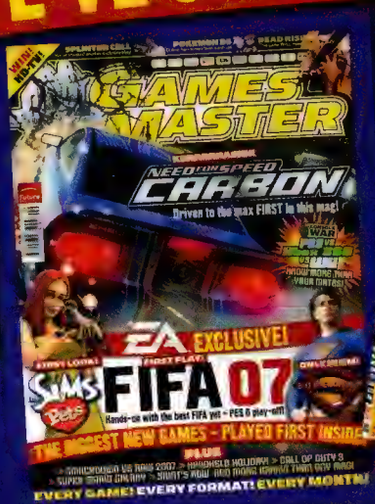

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Pub SCEE | **Dev** Namco
Price £35 | **Release** September 8
Multi-player 1-2 Wi-Fi

ON THE DISC
A stack of *Dark Resurrection* PSP backgrounds
Extra/PSP/Wallpapers

Hey, good-looking Lili may look damn fine right here, but on PSP's small screen Tekken looks sensational.

Tekken Dark Resurrection

The King of Iron Fist is resurrected as PSP champion

PSM3 BUY IT

KNOW IT NOW

- A ten-pin bowling minigame? ☑
- An all-new *Tekken* adventure? ☑
- Dress the ladies up as schoolgirls? ☑
- Bopping a panda and wearing a squirrel? ☒

This is how all handheld scrapping should be. Where fighting games are usually painful to play with the PSP D-pad, *Tekken* is a pleasure. Maybe it's due to its love of simple button sequences instead of repeated D-pad combos, but the familiar chains of commands fit the face buttons perfectly, resulting in long, thumb-friendly gaming sessions.

And it's a good job too – *Dark Resurrection* grabs you as soon as you switch on your PSP and simply doesn't let you go. In single-player mode, you'll feel such a need to beat the AI game brain that you simply won't stop until you've smashed it. And even when your opponent's lying there, broken in half, you'll be itching to have a go at the next guy.

So why is it so great? Well, this is a near-complete recreation of *Tekken 5, but* crammed onto a handheld. The compromises are so slight, so invisible, that you'll barely notice them at all. For starters, the graphics are among the best we've seen on PSP. The characters' faces are full of expression, with lip-synching to match. Hair flows, leather gleams, baggy clothes move around muscular legs and arms – you can even make out individual fingers. Naturally, the PSP's lack of grunt means *Tekken* is not perfect. If you look really closely, you might see the occasional over-blurred texture or black specks on chests where polygons don't quite join correctly, but that really is nit-picking. The overall effect is actually more pleasing than the PS2 version, as the smaller screen, sharper images and brighter colours

Tekken: Dark Resurrection

"This is how all handheld scrapping games should be. *Dark Resurrection* is a pleasure."

Well-rounded All the girls' movement are just as (ahem) 'realistic' as in the PS2 version. Stop staring.

The Devil you know Devil Jin can not only fly, but shoot lethal lasers from his eyes. This seems unfair.

offered by PSP make everything look as colourful as a Guy Fawkes Night sky.

Not the face

The backgrounds have been simplified slightly, although you'll only notice through direct comparison. We thought we were fighting in front of animated 3D people for hours before we noticed they were cunningly disguised 2D sprites. What's more impressive still is that every major graphical trick from the PS2 version has made it across, from heat haze effects and dust clouds to the Aurora Borealis. There are even a few enhancements, with the boss fight with Jinpachi now looking as if it's taking place in flaming Hell itself.

There are 34 characters available right from the start (although their stories have been recycled from *Tekken 5*) including newcomers Lili and Dragunov. Lili's useful with her feet and has some devastating attacks mapped to direction plus double kick, while Dragunov is an evenly-rounded Nazi-esque fighter with a penchant for wrestling opponents to the ground and bending their joints the wrong way.

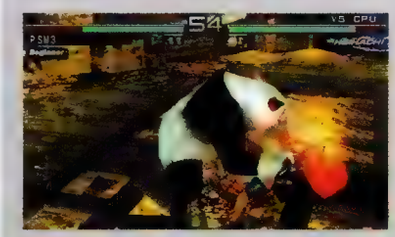
Besides Story mode, the pick of the game types is *Tekken* Dojo, where you visit a chain of dojos across an island as you try to become the best fighter at each one. Each stop features several competitions against fighters of varying skill and you'll be offered the chance to enter bonus missions too, such as beating a set number of opponents within a time limit. You'll also rise through the ranks, from a humble beginner through nine stages of Kyu and Dan until you're a master of your art. Each

Animal Welfare

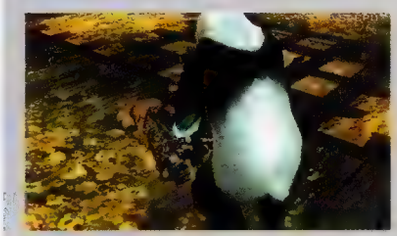
Handy Panda

The Panda – a lot harder than you'd think

Endangered species "This should be easy," you'll laugh to yourself as comedy Panda lumbers towards you like a giant cuddly teddy.



Aargh! He's got teeth! Panda gnaws your shoulders as he gives you one of his trademark 'super-friendly' (but lethal) hugs. It's all gone bear-shaped.



Paw you Panda looks down pitilessly at your beaten, limp body as if it's *your* fault you're not moving. The bamboo-munching menace.

Blow By Blow

Who's the hardest?

Tekken characters fight for our callous pleasure

Lili vs Dragunov

The newbies go toe-to-toe. Our money's on Lili, cos she *has* to be stronger than she looks. Sure enough, Dragunov spends too long admiring her night-theme and gets a right kicking.

Winner: Lili

Night fighter Lili's ten-hit combo finds its mark, halving Dragunov's energy bar. It's all over quickly and it's time for Lili's tea.

Paul vs King

A classic retro match-up. King's mask hides his laughter – Paul's hair really never was in fashion. But King's taunts only incur Paul's wrath and it's the flat-top who emerges with the result.

Winner: Paul

King nothing The mask's expression never changes, hiding the pain King must be feeling. Paul's attack is relentless... in an '80s sort of way.

Mokujin vs Roger Jnr

Roger Jnr was always in with a shout, having a second pair of fists, but Mokujin's made of strong stuff (wood, mainly) and lamps the Kangaroos repeatedly. Weirdest fight ever.

Winner: Mokujin.

You woodn't It's a wooden man against a kangaroo. Sorry, two kangaroos. Having arms like trees and feeling no pain gives Mokujin enough advantage to win, unsurprisingly.

Nina vs Christie

The *Tekken* ladies get proper nasty. Christie's dancing enrages Nina, who isn't in the mood for messing about and unleashes a barrage of lightning-quick attacks. Wham. Job done.

Winner: Nina

Ladies fight After the 'most revealing and unlikely attire for fighting' competition is over, Nina shows her skills and thrashes Christie.

Heihachi vs Devil Jin

Heihachi has had a rough time lately, and it's about to get rougher. The old geezer puts up a good fight, but Jin's lasers and ability to fly put this one to bed.

Winner: Jin

Devil you do Jin's young and at the peak of his powers. His lasers find their mark and Heihachi's a goner – but you just know that he'll be back.

ranked result is saved and you're shown your win ratio before every fight.

There are also the usual Time Attack, Survival and Arcade modes, plus some unlockable minigames. The bowling game isn't quite as fun as *Super Monkey Ball's*, but if you hit the top of the power bar, the game yells 'Overcharged!' and your character will forget to let go of the ball. The resulting pratfall and slide down the lane into the pins is hilarious... but you won't get any points for it. Worth a chuckle, though.

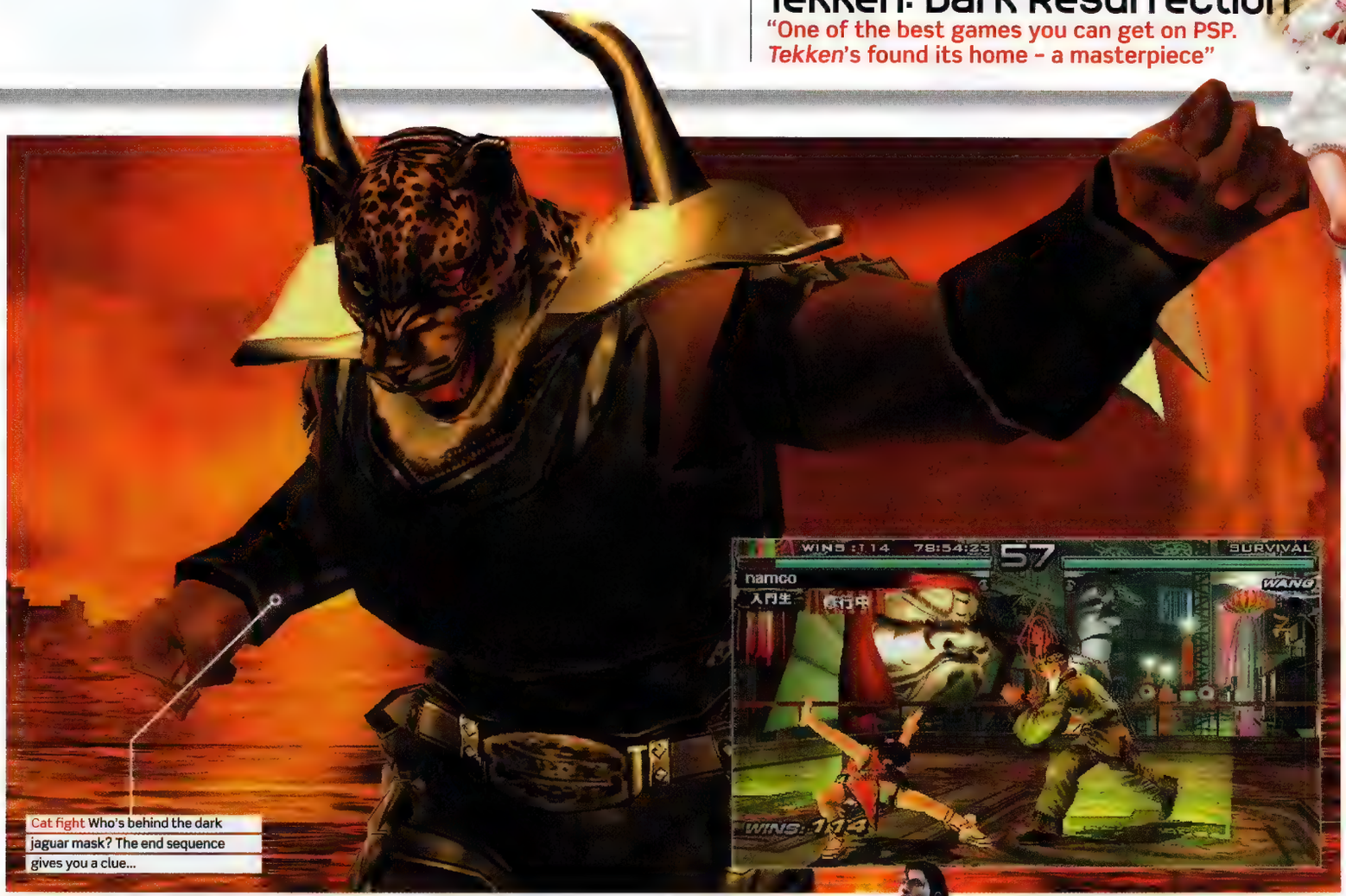
Not the hands

Success in the main game and dojo missions yields gold to be spent in the upgrade shop. You can buy new colours, clothes and accessories for your character – in fact twice as many curios as found in *Tekken 5*. Some are just utterly bizarre – like a squirrel who hangs from your shoulder or the Prince from *Me and My Katamari* who sits on your head while you fight. Weird stuff. However, you can have fun giving frilly Lili a properly Goth makeover, complete with black eye shadow, then pitting her against Devil Jin in what could easily be the next My Chemical Romance video.

Problems? Not too many. The difficulty level is a touch unbalanced, even within single matches. A perfect victory can be followed with a crushing defeat without any major changes in approach from either you or your opponent. There never seems to be any reason why this happens nor anything you can do – you've just got to

Tekken: Dark Resurrection

"One of the best games you can get on PSP. *Tekken*'s found its home – a masterpiece"



Cat fight Who's behind the dark jaguar mask? The end sequence gives you a clue...

take it on the chin and try again. But then, you can sometimes beat the computer with the tactics of a rank coward. For instance, backing away from an enemy while blocking, then waiting for their attacks and firing in cheap shots between moves. It's a wimpy technique, and sometimes you'll face justice when your back's against a wall, with zero chance of escape. Two-player Wi-Fi games don't have this problem, of course, because you can smack your mate in the face for real if they try anything so low. And remember, PSM3 does not condone violence.

Not the Panda

There are other little things which may annoy, depending on how sensitive you are. The more ethically-minded may well raise an eyebrow or two at some of the stories. Marduk's approach to women is unsettling to say the least and few characters are entering the King of Iron Fist Tournament 5 with honest intentions. There are some heroes too, of course – and we felt truly emotional by the end of Ganryu's tempestuous romantic sub-plot.

Net a problem **There isn't any genuine online play, which is a pity. You can connect to online scoreboards and see where you rank with the best in the world. Woo. And there's Wi-Fi fighting too.**

Bear in mind that *Tekken* is still a little clunky compared to *Soul Calibur 3* – we daren't even imagine how great *Soul Calibur* PSP would be. So although *Dark Resurrection* is a magnificent *Tekken* game, it can still alienate those who prefer more intuitive fighting. Think twice if you've played *Tekken 5* to death on PS2 as well. There's not much extra on offer here, so it probably isn't worth it, unless you're desperate for a portable version.

Minor flaws aside, *Dark Resurrection* is a masterpiece of PSP gaming. You'll get sucked into its world of trying to learn 10-hit combos and striving for better dojo ranks. As a showcase for the console and a perfect example of pick-up-and-play fun, it's one of the best games you can get. *Tekken*'s found its home. **Justin Towell**

Fave Feature

"Unleashing an unblockable attack to win the match"

PSM3 Verdict

***Tekken: Dark Resurrection* contains...**
Lots of punching | Lots of kicking | Pandas Dress-up mode | Big combos

Overall Home console-quality scrapping that doesn't hurt your thumbs. An essential purchase for fight fans.

89

Pub Atari | **Dev** Crafts and Meister
Price £30 | **Release** Out now
Multi-player 1-2

ON THE DISC
More screens and art from Super Dragon Ball Z

Cool Move
DBZ's special moves come in four basic flavours: ki blasts, done by simply prodding a button; normal fireballs, done with SF2-style twirls; super-blasts done with a pair of quarter-turns on the stick, and charge moves like Goku's transformation into a Super Saiyan – usually done with a stupidly elaborate twirl. The latter two freeze the screen SF2 style, giving player two plenty of time for regrets.

Super Dragon Ball Z

Get ready, get set, SHOUT REALLY LOUDLY and kick some cartoon ass

KNOW IT NOW

A total of 18 classic *DBZ* characters?	☑
A proper story and cut-scenes?	☒
Breakable scenery to ramp up the tension?	☑
Uub, Broly and Mr Dodoria?	☒

Don't know anything about *Dragon Ball Z*? Don't worry, it isn't really meant for you. It's meant for your hyperactive inner child, and he'll have no trouble grasping the basics within ten minutes of slotting in the disc. Basically two men, women, aliens or robots scream and throw globs of energy at each other. Whoever's left standing is the winner.

To clear up any confusion, this isn't a new edition of the *Budokai* series you may have seen before – that's due later in the year. This is the arcade version translated to PS2 – so it's a lot faster and more balanced, with fighting designed to emphasise easy, rapid-fire special moves instead of huge, impossible-to-pull-off finishers. In *Budokai*, you did a Kamehameha (firing a bolt of energy) by landing a four-punch combo and hitting the button – here, you simply twirl the stick a quarter circle and prod 'punch'. Bigger moves are done with two twirls of the stick and a refilling Ultimate Gauge means you can't do them too often.

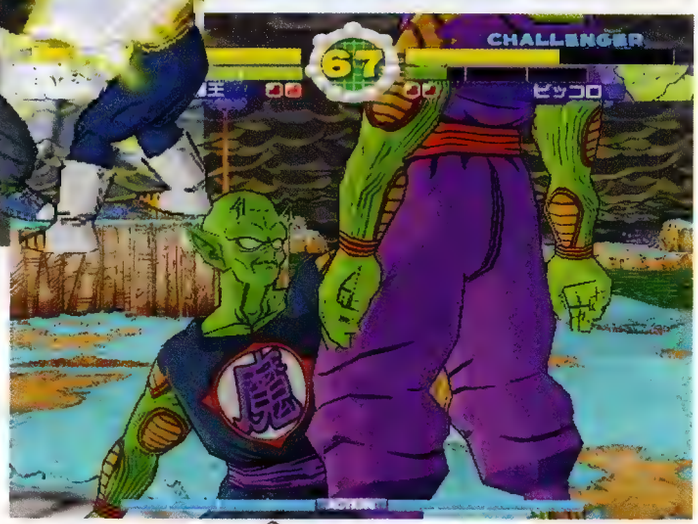
Style-wise, *SDBZ*'s sort of like long-range *Street Fighter 2* – the Dragon Punches and fireballs are all there, but an emphasis on dash attacks, projectile weapons and (limited) flying means that you'll spend a lot of fights bashing each other around like pinballs. Though it doesn't really affect the fights, destructible scenery adds a lot to the atmosphere, with every missed blast leaving craters or knocking over trees. *Budokai* veterans might miss large-scale specials like Goku's Spirit Bomb or Vegeta's Big Bang, but they'll be won over by the tighter fighting.

Losing character

There's a trade-off, though. *Budokai* offers the complete Dragon Ball experience – a précis of the 42-volume manga series featuring playable versions of virtually every character. *Super DBZ* doesn't bother. Lesser characters such as Bibidi, Captain Ginyu and Raditz are gone, and those from

Feelin' Buu A lack of alternate outfits means you won't be seeing Kid Buu, Saiyaman Gohan or any fusions.

Great big balls Dodgy balancing here - this move almost never hits under normal circumstances.



the non-canonical Dragon Ball GT, like Bardock and Broly, have also been ignored. There are odd choices, too: Goku's non-combatant wife makes her first appearance as a fighter and for some reason they've included Android 16.

The upside is that instead of having very similar fighting styles, each character is different. Frieza, for instance, plays a frustrating hit-and-run game, emphasising confuso-tactics like warping across the level or sprinting in a circle unleashing laser bolts. Trunks is the polar opposite: up close, sword and dash attacks make him lethal, but he's in trouble if you can keep him at a distance. Other characters work better in the air, on the ground, at range or in a tight scrap. Progress through the Arcade and Survival modes is rewarded with upgraded abilities and outfits, though these aren't always quite as helpful as you might expect. Ultimate Attack, for instance, gives you extra power, but stops the block button from working.

What's not quite so effective is the balancing. One under-appreciated aspect of *Street Fighter* and *Tekken* is that they're supremely well-balanced. Even though most people stick to the Kazuyas and the Ryus, it's perfectly possible to be a contender with the likes of Julia or Dhalsim. That isn't true in *DBZ*. Goku's just rubbish compared to his son Gohan, and Buu's worse than both.

Similarly, there isn't *really* the depth of PS2's bigger fighters; each character is limited to a handful of basic juggles and combos, and counters are almost non-existent. Then again, that isn't necessarily a bad thing. This is fast-twitch, brain-detached, non-stop fighting, and it isn't meant to appeal to the sort of men who memorise move lists and trot off twenty-press combos. It's designed for that little kid in your brain who likes funny green men and punching people through walls – and he'll probably love it.

Joel Snape

What's in a name? The fighters' names are suitably peculiar – Trunks' full name, for instance, is actually Trunks Briefs... and his sister's called Bra. Seriously.

Fave Feature

"Destroying weaker characters with uber-bad guy Frieza"

PSM3 Verdict

***Super Dragon Ball Z* contains...**
Ridiculous cartoon violence | Shouting | Not much depth | A man called Trunks

Overall As deep as a puddle, but a riot nonetheless. One for when the junior family members need a drubbing.

75

PS2

Pub Sony | **Dev** Sony
Price £30 | **Release** Out now
Multi-player 1-8

ON THE DISC

Paint works
The official teams are in place, including Renault and Toyota.

Formula One 06

The latest *F1* game stutters past the flag

There used to be a time when the next *F1* instalment was a big thing in the calendar, but now it's 2006 and the once proud franchise is stuck at the brown light. Of course, it's got the updated licenses covering all of today's stars and cars, such as Fernando Alonso and Renault, plus all the tracks from the new season are here too. Yet underneath all the bells and whistles lies an exhausted engine that's in desperate need of an overhaul.

The Career mode is desperately dull, consisting of little other than normal races sandwiched between sterile text messages from your agent about upcoming Grand Prix, and uninspiring news pieces regarding past events. It's like having to read Teletext. Win a season and you're treated to a dire cut-scene of yourself on the podium... and that's it. Where are the glamorous girlfriends and huge mansions that real-life F1 success brings? Not here. Maybe Sony are holding back a tune-up until *F1* arrives on PS3.

Thankfully, *F1 06* is as strong as ever on the track. Bombing headlong down the huge straights of Monza feels properly fast, and it's hard not to be impressed when the new speed-blur shrouds your motor as you hit breakneck speeds. Even the way your driver's head bobs around as you hit the brakes looks realistic. And while all the driving aids (including the brilliant multi-coloured driving line which shows you when to brake and accelerate) can make you feel as expert as Schumacher, switching them off creates a tough beast to handle. You've got to be so precise that any sort of late braking on a hairpin turn will see you kissing a tyre wall at 180mph.

Even the medium setting is seriously tricky, which is odd. Trying to earn your stripes as a test driver is too difficult, the qualifying lap times are ridiculously fast and it's just not fun to keep hitting restart over and over. On the flip side, easy mode is set to patronising levels of simplicity. Proper balancing is needed.

Skidding in the rain

There are other good points, though. *F1 06* occasionally displays neat little touches, such as realistic rain effects that obscure your view, or the radio communication between you and your team, which certainly helps create an effective atmosphere. There's even a new Evolution mode that automatically fiddles with mechanical tunings after a practice lap, so you don't have to bother tweaking gear ratios and suspension yourself. And of course, the whole experience becomes more fun in multi-player.

But for all its good points, *F1 06* feels clunky and laborious, rather than a white-knuckle ride of high-speed excitement. Sony should take it back to the wind tunnel and start again, or else the wheels could fall off this series.

Nathan Irvine

Short circuits
There's the usual online mode, so you can race against people over the net – including those playing the PSP version. A nice addition, that.

PSM3 Verdict

PlayStation.2

***Formula One 06* contains...**
High-speed racing | 20-car pile-ups | A lacklustre Career mode | Official F1 licence

Overall Not different enough to previous versions and with a treacherously dull Career mode. For F1 obsessives only.

72

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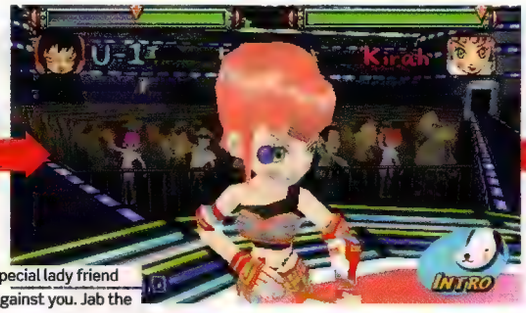
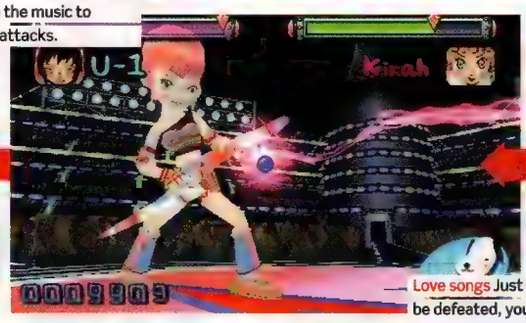
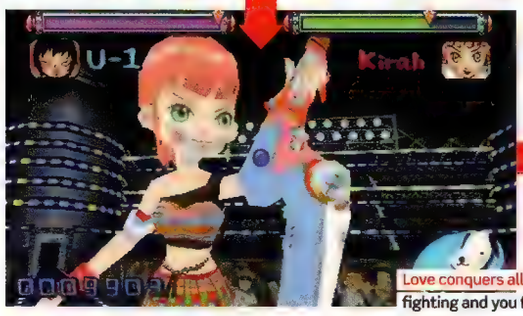
ON THE DISC
Video footage of the superb *Gitaroo Man Lives!*

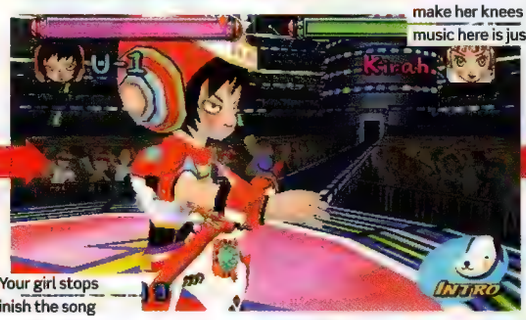


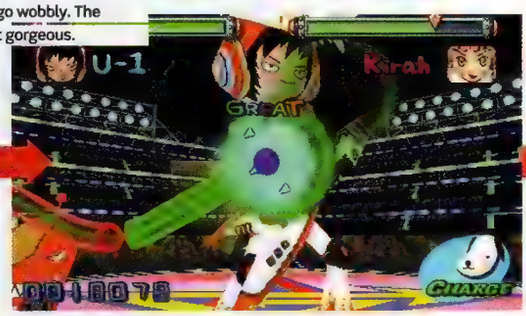
Girl trouble Your special lady friend has been turned against you. Jab the buttons in time to the music to keep dodging her attacks.



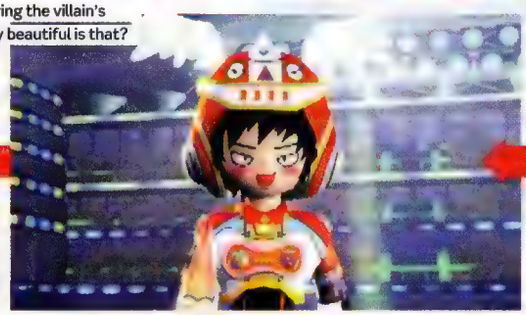
Love songs Just as you're about to be defeated, you play a ballad and make her knees go wobbly. The music here is just gorgeous.







Love conquers all Your girl stops fighting and you finish the song together, scuppering the villain's plans. How utterly beautiful is that?



PSM3 BUY IT

Gitaroo Man Lives!

The guitar is mightier than the sword in this musical beat-'em-up

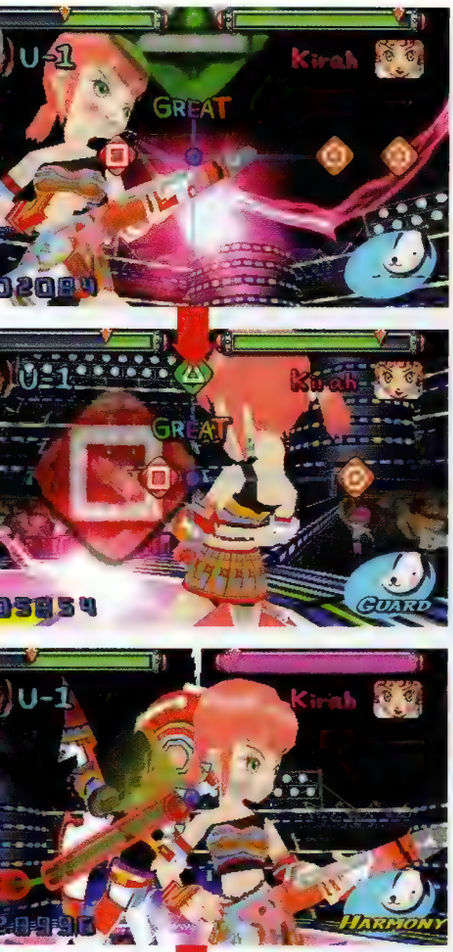
KNOW IT NOW

Battling evil with a space guitar? ✓
14 truly excellent songs to master? ✓
Fighting against a disco-dancing bee? ✓
Easy to finish? ✗

Try to imagine a rhythm-action game like *Parappa the Rapper* crossed with a beat-'em-up, but with all the colourful visual flair of a Japanese anime and the greatest, most eclectic soundtrack of all time. Sound good? Of course it does. *Gitaroo Man Lives!* offers all this over 14 stages, each consisting of a battle against a cartoon villain, whom you defeat by strumming the level's theme song perfectly on your magical guitar. Yep, you vanquish the baddies with the power of music, and once you get into it, you'll be bouncing about with joy – excitedly calling people over to watch, squawking and pointing like a toddler. Partly because the game has a delicious visual appeal, and partly because it plays brilliantly.

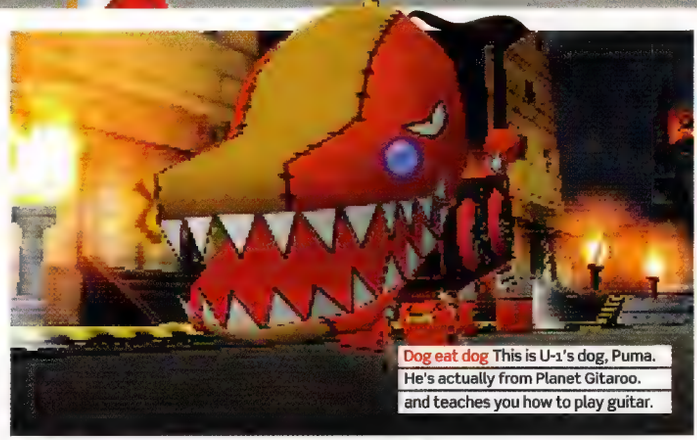
While some Bemani-style games have you robotically prodding buttons like a chimp in a laboratory, *Gitaroo Man* feels much more hands-on, thanks mainly to the brilliantly intuitive 'trace line' system. You use the analogue stick to follow a line as it moves across the screen, and the direction the line takes is the equivalent of holding a chord on your guitar. Then by following button prompts you 'strum', creating a note. Then, by putting these notes together, you fill in the missing parts of the song, creating beautiful music. And it feels perfect, testing your manual dexterity and your sense of rhythm too.

Every song presents a unique challenge, from the intense technical workout of 'Born To Be Bone', with its Spanish guitar and xylophone-playing skeletons, to the drawn-out endurance test of 'Nuff Respect', a slow-but-complex reggae



Guitar hero If you hit each note accurately, you do more damage to the enemy. Learn the rhythm and be precise.

number. As for the beat-'em-up elements we mentioned earlier, both you and your opponent have a health bar that you battle to drain by exchanging musical 'blows'. While your enemy attacks, you have to defend yourself by pressing buttons as their respective symbols (⊗, ▢ and the like) move towards the centre of the screen. But the similarity to games like *Space Channel 5* ends there – you spend most of your time using the trace line to perform riffs and licks.



Dog eat dog This is U-1's dog, Puma. He's actually from Planet Gitaroo. and teaches you how to play guitar.

Musical megamix

It's the quality of the music that really makes *Gitaroo Man* – we love the soundtrack so much, we have it on our iPods and listen to it for fun. Performed by an obscure Japanese band called COIL, the mix of styles is diverse to say the least, ranging from pop and dance to heavy metal and contemporary Radiohead-style rock. All tastes are catered for and it's the best soundtrack to any rhythm action game yet.

The story isn't half bad either. You play as downtrodden schoolboy U-1, a lonely lad who spends his days being ridiculed by bullies and pining after Kirah, the girl he loves. One day, U-1's dog, Puma, teaches him how to play guitar (which says little for the quality of U-1's music lessons) and grants him the power of the legendary Gitaroo, a magical musical weapon. It turns out that U-1 is the last legendary hero of Planet Gitaroo, and his newly found status makes him a target for a group of evil musicians who want the last Gitaroo weapon for themselves so they can wreak havoc. So it's complete nonsense, then, but in a good way. In this climate of depressingly realistic characters and urban settings, something so detached from reality is genuinely refreshing, and it's a classic rite of passage tale. With space trumpets.

One scene towards the end of the game actually gave us goosebumps. You've defeated all of the evil Gitaroo masters, except one... who could it be? <gasp> It's Kirah... she's been turned evil by the game's villain, Zowie. When the song begins, you must desperately block her attacks and resist the urge to fight back – you just can't. It's not her fault. Then you remember the acoustic song you serenaded her to sleep with by the campfire a few levels back. You play it, but in a power ballad stadium rock-style, breaking the mind control spell and winning her back. It's a truly emotional moment.

Stat bastard

During this review we used music to defeat...

U-1
Zowie
Cool Move
There's a trick in Gitaroo Man that may or may not be a glitch, as it's never mentioned in the game's manual. When you approach the end of a note, flick the analogue stick in either direction to do extra damage to the enemy. This also works during the Charge stage, filling your health bar up much more quickly.

We need a hero You're the last hope for Planet Gitaroo, but U-1 can't cope with the pressure.

And it's this turn of events that inspires the game's new Wi-Fi Duet mode. Teaming up with Kirah, you and a friend play together, call-and-response style, to defeat one of two new enemies that, thank the Lord, come with their own brand new songs. The first is 'Metal Header', a superb rap/rock track sung by a giant pink and orange robot. The guitar parts aren't too difficult, but the defence stages are a considerable challenge. Secondly, there's 'Toda Pasión', a latino samba song played by a tiny black cat sat atop a throne covered in instruments, all of which he plays during the song. This is a real tough one, with some truly bendy trace line action and a fast-paced bongo breakdown in the middle.

Duel shock

But if you're the type who prefers competition to co-operation, you can play any single-player level you've beaten in Duel mode, which sees both players battling to see who's the best at hitting notes accurately. You can play as multiple characters in this mode, including members of your backing band, the big sleepy bear from the Mojo King Bee stage and even Zowie, your arch-nemesis.

Beating these levels will certainly take you a while, because *Gitaroo Man* is bastard hard throughout. By level four it'll test your fingers to snapping point and there's a pretty large chance you'll give up in frustration. We felt like throwing the towel in for ages, but we stuck at it and suddenly became amazingly good. It's all about perseverance. Then, when you've cleared the game you can unlock Master mode, which is 100 times more difficult than anything you'll have ever played before, on any system. Probably. It's perhaps slightly easier than it was on Playstation 2 – to compensate for PSP's podgy analogue stick – but don't expect an easy ride at any stage, save for perhaps the first level.

Band on the Run **Your band appear in every level and consist of three children wearing animal-shaped hats. Obviously. The pink bunny rabbit playing the accordion is our clear favourite.**

Gitaroo Man Lives! is a niche game, true – we can't see Joe Casual embracing a rock-solid Japanese rhythm-action game – but we urge you to buy this. On PS2 it was brilliant, but it's even better on PSP, resting in your palms. The simple gameplay suits the format perfectly and it's easily one of the best games available on the system. Loveable, satisfying, impeccably well-designed, *Gitaroo Man* will make you smile. That's a guarantee. If you can handle the steeper-than-Krakatoa difficulty curve, you'll find yourself hooked. Sure, it won't appeal to everyone, but it's definitely worth opening your mind to. **Andy Kelly**

Fave Feature

PSM3 Verdict

***Gitaroo Man Lives!* contains...**
Unique rhythm-based combat | A heartwarming storyline | An eclectic soundtrack

Overall Challenging, weird and wonderful, *Gitaroo Man* is unlike anything else on PSP. Finally, a worthwhile PS2 port.

90

Songs

Gitaroo Man fights sharks, UFOs and musical cats

Each level is a boss battle in which you use the power of music to triumph. These are our favourites...

Flyin' to your heart Five UFOs attack a busy city plaza in Gitaroo Man's first major battle. Halfway through the fight you hitch a ride on the back of the biggest spaceship and soar majestically across the city.

Toda Pasión One of the new songs. This latino-flavoured track is catchier than avian flu and starts with Gitaroo Man's band being kicked into the water by Ming Ming, an angry, multi-instrumental cat.

Legendary Theme The easiest level, but one of the sweetest. Sitting by the campfire, U-1 plays his theme tune in a soft, melodic fashion, easing his girl to sleep with his [cough] smooth fingering.

Void Puma and U-1 are chased through a swirling vortex by Ben-K, a space shark with a taste for robotic dogs and guitar-playing superheroes. You don't attack him – just avoid his gnashing jaws.

Resurrection With the combined power of his vanquished enemies, U-1 morphs into an energy-flinging beast and battles against his nemesis Zowie, who's now dressed in a powerful mech suit.

Pub Vivendi | **Dev** Rebellion
Price £30 | **Release** Out now
Multi-player 1-2

ON THE DISC
A caseful of *Miami Vice* screenshots

Advance wars You've got to watch your buddy's back as you inch closer into a fierce gun battle.

Peek-a-boom Hiding behind walls will give you some respite from enemy fire. Then when the time is right, you can pop out and blow them away.

Flash fire The targeting system allows you to pick-off the bad guys with ease and precision. It reminds us a lot of *Resident Evil 4*.

Miami Vice: The Game

A police movie tie-in that isn't as much cop as it should be

KNOW IT NOW

Language your mum told you not to use? ☑
Odd hacking minigames? ☑
Wi-Fi link-up for two-player blasting? ☑
Set in the 1980s? ☒

With this summer's film of the hero cops TV series about to shoot up the box office charts, a game version was inevitable – and we'd have staked our houses on it turning out to be a so-so third-person shooter. And so it is.

But the first thing that strikes you about *Miami Vice* is how similar the targeting system (hold R1 to draw your weapon and hit ⊗ to shoot) is to *Resident Evil 4*. The over-the-shoulder viewpoint is the same, and your guns even have a red laser scope, just like Leon's piece. Unfortunately, powerful shotgun blasts to the head in *Miami Vice* will just rock your foe backwards, rather than popping their heads like a cheap water balloon as in *Resi*. And this is where *Miami Vice* falls on its face: you can spend ages blasting a bad guy in the skull with your standard issue pistol or rifle without toppling him, while a thwack to the head can send them down instantly. Weird. As you'd expect, there's an upgrade system to improve your armoury, but, well... you've never seen such a peculiar way of bettering your weapons.

First you have to find item upgrade details, which are stored on computer memory cards and scattered throughout levels. Then you have to take them to police HQ, load them into PCs and – seriously – play an *Asteroids*-style game which, somehow, enables you to hack into the blueprints and gain upgraded weapons (which, despite all this hacking work, you still actually have to buy with cash you find dotted around the stages). Utter madness indeed, but thankfully it's a decent alternative to the main game – and could even be a fun little standalone puzzler.

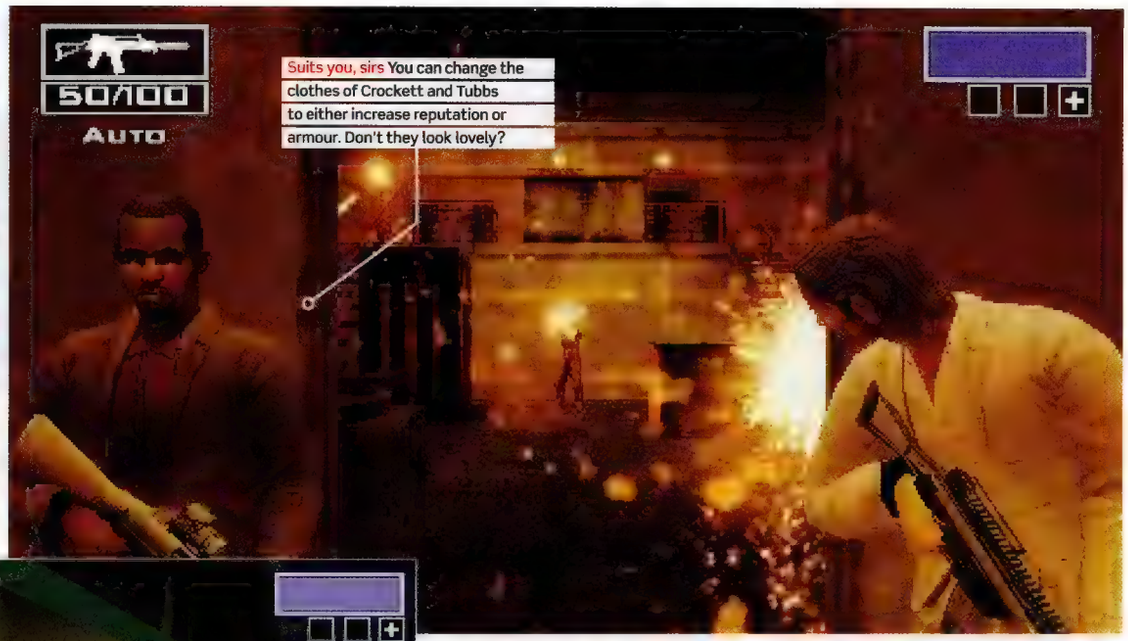
Hide and shriek

But back to the main exploits of star cops Crockett and Tubbs – who are battling Florida's drugs barons. This one's an open-and-shut case of 'hide, shoot, hide, shoot'. You can cower behind doorways, cars and plant pots, and even drag statues to the floor to create ad-hoc cover, from which you can crack off a few bullets. Meanwhile, enemies flood into rooms, scream obscenities at you... and then fire blindly in your approximate direction. Then you move on to the next room and do it all again. It's a bit one-dimensional and each stage becomes a blur. Almost literally, as the camera jogs around so much when you run, that you might get sick.

Another problem is – aside from the Wi-Fi mode (which works well) – the only time you see your partner is in the cut-scenes. Otherwise, you're on your own. A trick has been missed here, because in the film (and the TV show) the buddy togetherness is central to the action. This is sadly not the case in the game. We'd have liked to see an AI-controlled Tubbs booting down a door as you storm in, firing off bullets and witty one-liners. It never happens.

That just about sums up *Miami Vice* – it never quite steps up the extra level, it lacks that vital spark. Whether pistol-whipping a

Hacks the way I like it This is the weird hacking minigame. You have to play this to access upgrades.


50/100
AUTO
Suits you, sirs You can change the clothes of Crockett and Tubbs to either increase reputation or armour. Don't they look lovely?

fuse box to blow up a factory or smashing up a meth lab, it feels like you've seen it all before – and it's simply not much fun. At least you get to pilot motorboats in some watery action sequences, but even these are scuppered by jerkiness.

It's not all bad, mind. There are quirky features to add a bit more depth, like contacting a police informant to find out where enemies and drug stashes are located, or selling narcotics to dealers in exchange for money. You can even change outfits to boost your reputation. And when you become highly reputable, you can visit drug barons to negotiate even more cash for your acquired contraband. These visits see you trying to keep your cool (you get a bar on-screen to represent this, which you keep balanced by pressing left and right rhythmically – get it wrong and you've blown it) as you talk your way past security and in for a chat with the kingpin himself.

But these standout moments are few. While *Miami Vice* looks attractive and plays reasonably well, the hide-and-shoot mechanic becomes monotonous. And feeling seasick whenever you run down a corridor is far from fun. **Nathan Irvine**

Fave Feature

Identical Crims

It's odd that so many of the bad guys in each stage look eerily similar to each other. It's like blasting away at hordes of lab-bred cloned men.

PSM3 Verdict

***Miami Vice: The Game* contains...**
Lots of blasting | Claustrophobic level design | Jamie Foxx and Colin Farrell's voices

Overall A perfectly OK game, let down by monotony – but with *Syphon Filter* and *Vice City Stories* around, why bother?

70

The car's the star It might be a game about talking cars, but the decent racing on offer means this is a perfectly acceptable movie spin-off.

THQ | PS2 | Out now

Cars

Cartoon racer with grown-up aspirations

Spin-off games for summer's blockbuster cartoons always seem to sell well. Titles such as *Monsters Inc*, *Over the Hedge* and *Finding Nemo* have secured positions in the top ten despite being of somewhat dubious quality.

So it's always good to see developers at least attempting to try to lace a game with some ingenuity, despite having a license that guarantees success anyway. Although by 'some ingenuity' what we actually mean is that it isn't a platform game – although that could have been difficult for a game with a car in the main role.

Instead you take the role of the Owen Wilson-voiced Lightning McQueen in a free-roaming dust bowl location. Here you can motor around, meet and play as various characters such as the hick Mater and sexy (for a car) Sally. You can also enter races and take on mini challenges like completing an obstacle course on a military base. These are short enough not to distract from the racing, which is surprisingly good.

Pro racer

It's not *Gran Turismo*, obviously, but there's a definite sophistication to the racing which requires you to respect every corner and master the art of powersliding – which is more of a challenge than in *Ridge Racer*. Then there are the AI racers, who are always competitive.

Trouble is, racing fans have a myriad of top notch sims to choose from and probably won't spare a thought for cartoon spin-offs – which is a shame. It just looks too childish to be considered by any hardcore racing fan, condemning it to be a decent adult racer trapped in a child's body.

But if you liked the slightly mundane film, or know a small person who does, then *Cars* is a surprisingly good game. It'll be in a bargain bucket before long and, at a cheap price, there's plenty of reasons to grab some of the fun on offer here. **Dave Harrison**

Verdict

A quality driving game, disguised as child fodder. **70**

Classic British Motor Racing

Metro3D | PS2 | Out now

The first word of the title of this game is a downright lie

You should always be suspicious of a game that sounds like a magazine your grandad has a subscription to. This is an experience so bland and ordinary you could swallow it to soothe an unsettled stomach. You get twelve classic cars to choose from – Minis, Austin Coopers and the like – five UK tracks to drive them on and that's it. You just pootle around the tracks in races and Time Trials and then the realisation dawns. This is what it must be like to be retired. Feeling insipid and lethargic all the time, and just waiting for it to end. **Andy Kelly** **34**

Juiced Eliminator

THQ | PSP | Out now

Enabling you to take the street racing on to the street... best place for it

The 'Eliminator' bit is important here. It indicates that this isn't just a port of the PS2 version of *Juiced*. This is a game specifically designed for PSP that keeps the pacey street racing action of the PS2 incarnation, but develops the multi-player options – including the Eliminator mode, where the slowest driver drops out of the race each lap. The Wi-Fi features give *Juiced* players the opportunity to race for each other's vehicles, the loser surrendering his modded-up motor to the victor. It's harsh, like marbles, but it's hard to deny the emotion – overwhelming triumph in the winner, contrasts with a suicidal sense of despair and failure in the loser.

While *Need for Speed* and *Midnight Club* are undoubtedly flashier, there's an understated quality to *Juiced* which reveals itself in a deceptively immersive career mode. Creating multi-player crews is a great way to instil the street racing mentality in videogames and gives you the bug for car collection. It can really get under your skin, as you rise up the ladder and compulsively enter races for money to get upgrades or new motors.

The only thing that lets the game down is the PSP itself. The continual loading undermines much of the momentum you generate, and the lack of D-pad control means your thumb is permanently cranked into the awkward analogue stick position. Sadly, the controls are a little unresponsive and it all becomes a bit painful after a while.

Juiced fans may be slightly disappointed that *Eliminator* is not a completely new game, but anyone who missed out on the full console version should find this an enjoyable introduction to the series. **Dave Harrison** **71**

Dog: Happy Life

Yukes | PSP | Out now (Japan import)

The sort of puppy you'd get on Christmas morning and dump in an alley on Boxing Day

What in Benjy's name is this? It's like some aborted *Nintendogs* rip-off, but stripped of all the puppy-rearing gameplay bits. Instead you choose a crap looking dog, dress it like a pimp and then take photos of it. What makes the 'game' even more freaky is that you're encouraged to use fish-eye lenses to try and make them look even sweeter. Puppies are cute by nature, designed to lure us into looking after them – they don't need wonky lenses to make them look sweeter. It's just weird, and feels like it could be someone's warped fetish.

So, to recap. The whole affair is humiliating for dogs, makes you look like a fool for buying it and could seriously damage the whole 'man's best friend' relationship. It's barely even a game at all. Bad dog. Very, very bad dog. **Martin Kitts** **22**

Panzer Elite Action

THQ | PS2 | Out now

***Twisted Metal*, but in tanks and set in wartime. And worse**

This is arcade tank action at its most basic. There's no complex simulator controls, no obscure objectives to worry about – instead you just roll around Western Europe in 1940, blasting anything that shoots at you. It's definitely fun, but also definitely scruffy. The graphics are functional at best, the poor draw distances still can't hide enemy tanks spawning in mid-air and then there's an incredibly intrusive autosave function that sends the screen black for a good ten seconds every time a checkpoint is reached. We all know war can be ugly, but *Panzer Elite* takes the horror just that bit too far for comfort. **Dave Harrison** **56**

ON THE DISC
Footage and our commentary on *Ace Combat Zero*

Reviews round-up

"The odd, the niche or the just plain crap – verdicts on the games you might not know about"

The Ant Bully

Midway | PS2 | Out now

This is the game for you, if you've ever fancied living life as an ant. Oh, you haven't

This spin-off from the film focuses upon the plight of a young boy who terrorises a colony of ants – only, through some karmic twist, to shrink down to their size. Yet instead of tearing apart their tormentor, the kindly ants teach the boy to live like they do. In insect harmony. While the game initially appears to be a *Tak*-lite, it often impresses, thanks to our hero's ability to form bridges and ladders alongside his ant allies. It's not an incredible game, but one that surprises because it's not completely terrible. Though you'd still have more fun setting up your own ant farm at home. **Dan Dawkins**

58

Ace Combat Zero The Belkan War

Namco | PS2 | September

Now out in the UK, *Ace Combat* remains exactly the same as ever

This is the sixth *Ace Combat* game. Can you believe it? Namco have somehow managed to justify, yet again, the annual release of the same old jet fighter shoot-'em-up. Sure, the graphics improve and there's the odd tweak here and there, but it's still shooting at dots in the air or dots on the ground.

It's typical *Ace Combat*: story driven, exciting in parts, repetitive and dull in others. Perhaps Namco can be forgiven, as this is surely their last PS2 effort, but this is a series that really needs a rocket up its arse. **Daniel Griffiths**

74

Astonishia Story

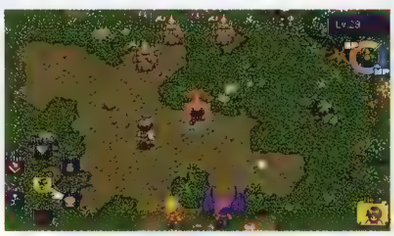
Ubisoft | PSP | Out now

What's astonishing is why they think you'd buy a game that's a dozen years old

This is a port of a PC RPG released in 1994. What we've learned from it is that when you make a port of a 12-year-old RPG, what you're left with is still a 12-year-old RPG.

It's horribly dated. Take the plot for example: knight goes on quest to find something that will save kingdom. Wow. Then there's the gameplay. The fighting system might be accessible, but that comes at the expense of any depth whatsoever. Meanwhile, the line-up of your posse chops and changes more times than the SugaBabes, preventing you from feeling any emotional attachment to them at all. They're just fodder and so is *Astonishia Story*. Predictable, weary, soulless, money-for-old-rope fodder. **Nathan Irvine**

52



Key of Heaven

SCEE | PSP | Out now

An RPG that has more in common with purgatory than heaven

This baby is not turn-based. Oh no, my friend, it has action-orientated battles that use a curious combo feature. Instead of continually levelling up character's attributes, the game's kung-fu hero Shinbu is able to build different combos by picking new moves during his adventure. It's a crazy idea, that might just work, but it doesn't. Typically the execution lets us all down. Bad execution. All you have to do to launch a six-move combo is hit attack six times. It's simple and simply dull.

You want more? Well, *Key of Heaven* is satisfactory in plot and longevity, while pleasing to the eye thanks to the 3D game engine. But so what? It's not special, unlike me. **Andy Kelly**

67

Sega | PS2 | August 25

Let's Make a Soccer Team

Let's not bother, eh?

When seeking a football management sim, most look for authenticity, realism and an experience that reeks of football. What you're not looking for is something called *Let's Make A Soccer Team*, which sounds like something Becks said to Posh on their wedding night.

But moving past the sappy name, it turns out that there's a half-decent management challenge here. Your role is to create a made-up club, enter them in one of the top European leagues and lead them to success in the role of an omnipresent owner who has to juggle organising finances while tinkering with tactics. The treatment is as light as you'd expect from a console sim, with the player database representative rather than exhaustive. All the option screens are bright and colourful, perhaps at the expense of clarity, but there's enough variety in tactics and squad development to give the grey matter a pleasant tickle. The fruits of your football vision are then played out, for better or worse, in a match engine that's just as good as *LMA Manager's*.

But it's the curious presentation that could put many football-loving gamers off. It would seem that Japanese developers think of management sims as some sort of RPG. Just like *Soccer Life 2* and *PES Management*, there's constant character involvement and odd conversational interludes. With *Soccer Team* there's an accompanying plot about a wannabe Abramovich who wants to snap up the club, and only success can prevent this. You even get to choose a secretary – the one we went for apparently likes muscular men and dislikes crabs. Don't we all?

So it's OK, but that leaves it a long way away from the sober and convincing approach that you'd get from most management games. Think light RPG rather than a serious sim. **Dave Harrison**

Verdict

A decent sim, but lightweight. It ain't no *LMA*.

62

PSM3 Recommends

The best games from the last few months

Devil May Cry 3: Special Edition
Capcom | PS2
"Buy this and revel in the excellent design without suffering the horrendous difficulty that plagued the original. Be grateful."
PSM3 Rating 91%

Grand Theft Auto: Liberty City Stories
Rockstar | PS2
"Deeply enjoyable, if a bit old, but still better than any of the franchise's competitors. Pales next to *San Andreas*, though."
PSM3 Rating 82%

FlatOut 2
Empire | PS2
"Specialises in racetracks littered with stacks of logs, barrels and scaffolding. Complete chaos, manic and unpredictable – and a big bunch of fun."
PSM3 Rating 82%

PSM3 Awards

Want it? Tick it!

Hi-Score Table

- ☐ Metal Gear Solid 3: Subsistence p56 93%
- ☐ Gitaroo Man Lives! p78 90%
- ☐ Tekken Dark Resurrection p70 89%
- ☐ Def Jam Fight For New York The Takeover p66 85%
- ☐ Super Dragon Ball Z p74 75%
- ☐ Ace Combat: The Belkan War p85 74%
- ☐ Formula 1 06 p78 72%
- ☐ Juiced Eliminator p84 71%
- ☐ Miami Vice: The Game p82 70%
- ☐ Cars p84 70%
- ☐ Key of Heaven p85 67%
- ☐ SingStar Anthems p62 65%
- ☐ Pirates Of The Caribbean: Dead Man's Chest p68 62%
- ☐ Let's Make A Soccer Team p85 62%
- ☐ The Ant Bully p85 58%
- ☐ Panzer Elite Action p84 56%
- ☐ Astonishia Story p85 52%
- ☐ Classic British Motor Racing p84 34%
- ☐ Dog: Happy Life p84 22%

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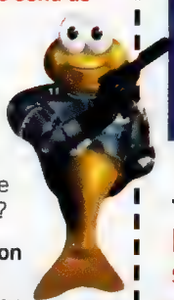
ON THE BLOG
Find out what we're reviewing next issue at: psm3mag.com

The award for most intense videogaming moment goes to... *Gitaroo Man Lives!*

It's not often we're truly tested but the joy of beating the drum and bass space shark in *Gitaroo Man Lives!* will live with us forever. The button prompts fly faster than the human brain can think and the relief at the end is pure ecstasy.

Buyer Beware!

The games they're afraid to send us



James Pond: Codename Robocod Play It
Come on, Play It. Don't be shy. We're old enough to remember the platform game starring a secret agent fish... They don't make games like they used to, eh?

Army Men: Major Malfunction Global Star
Yes! They're still making *Army Men* games. One question: Who. The. Hell. Is. Buying. This. Crap?

Hummer Badlands Global Star
Well, you know what they say: Hummer by name...

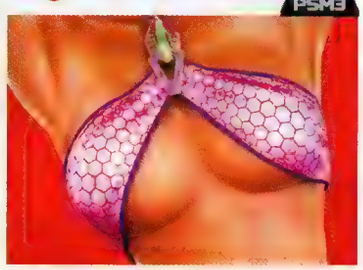
Cue Academy: Snooker Pool Billiards Midas
Snooker? Pool? *And* billiards? They're spoiling us. So why haven't you sent us a copy yet? Is it really a load of balls?

Publishers tend to withhold review copies when they know their game stinks. So don't buy these whiffy items until you've seen our review.

The award for best vomiting scene goes to...

Metal Gear Solid 3: Subsistence
We never tire of this one. Eat food. Then spin Snakey boy around in the Survival Viewer. Flick back in game and he'll blow rainbow chunks. Ho!

The award for most perilous in-game attire...



Tekken Dark Resurrection
Armour King goes into battle in a massive suit of armour. Meanwhile Christie Monteiro sports flares and a bra made of bubble gum. Bra-vo.

The award for campest moment in a game ever...

SingStar Anthems
Specifically the moment that the Weather Girls discover that it isn't just 'raining men', but 'raining men in raincoats and tiny red pants'.

Next issue of PSM3 is on sale August 31

EDGE

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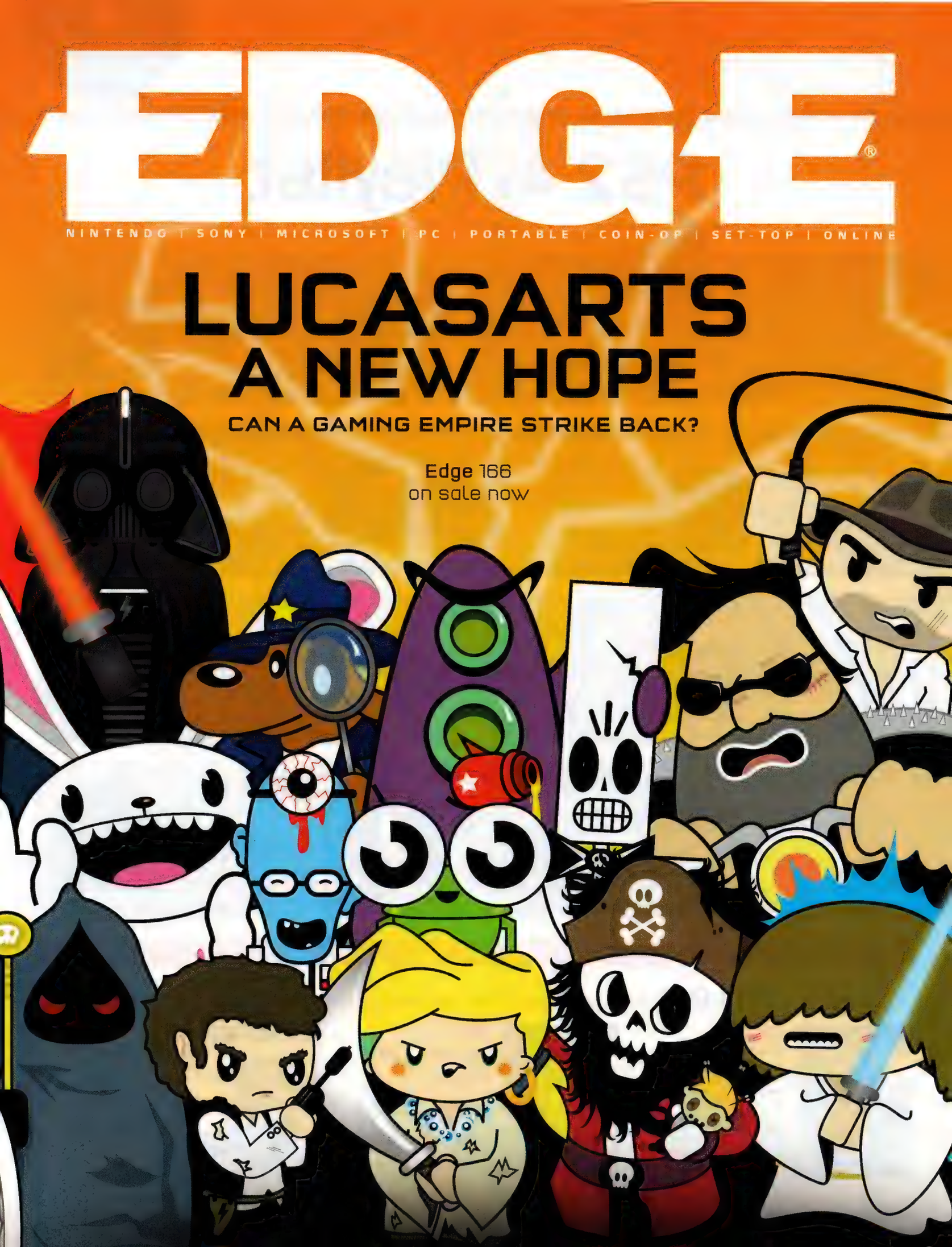


ON THE DISC
Read our complete PS2 playlist featuring loads more games

PS2 Playlist

	FIRST CHOICE	SECOND CHOICE	THIRD CHOICE
FIRST-PERSON SHOOTERS	**TIMESPLITTERS 2** **Pub** Eidos | **Dev** Free Radical **Web** eidos.co.uk "Every bullet leaves a scar or impact point, every object can be interacted with or destroyed. Brilliant." **PSM3 Rating** 95%	**HALF-LIFE** **Pub** Vivendi | **Dev** Valve | **Web** valvesoftware.com "The monsters are brilliantly designed, with each one matching a particular weapon that spells their doom." **PSM3 Rating** 90%	**BLACK** **Pub** EA | **Dev** Criterion | **Web** black.ea.com "*Black* offers unparalleled explosive thrills, but it lacks somewhat in context or emotional depth." **PSM3 Rating** 89%
DRIVING/RACING	**BURNOUT REVENGE** **Pub** EA | **Dev** Criterion | **Web** burnout.ea.com "There are more races, action, gameplay twists and stuff to arse about with than the entirety of the rest of the series." **PSM3 Rating** 93%	**GRAN TURISMO 4** **Pub** Sony | **Dev** Polyphony **Web** granturismoworld.com "Nothing gets in the way of the pleasure this flings in your face. Astounding." **PSM3 Rating** 92%	**COLIN MCRAE '04** **Pub** Codemasters | **Dev** Codemasters **Web** codemasters.co.uk "These cars really feel like a ton of metal being slid around mud at ridiculous speeds. Terrifically realistic" **PSM3 Rating** 92%
PARTY/EYETOY/ DDR/KARAOKE/ DANCE/MUSIC/ DANCE REVOLUTION/ KONAMI	**GUITAR HERO** **Pub** Gem | **Dev** Red Octane | **Web** guitarherogame.com "With two players it goes beyond fun and into an almost zen-like experience. You'll feel like a hero." **PSM3 Rating** 90%	**SINGSTAR** **Pub** Sony | **Dev** Sony | **Web** singstargame.com "A bit of a duffer alone, with friends its possibly the best game ever. Classy and genuinely groundbreaking." **PSM3 Rating** 90%	**BUZZ: THE MUSIC QUIZ** **Pub** Sony | **Dev** Relentless **Web** playstation.com "A brilliant idea. Loads of questions and a truly inspired peripheral." **PSM3 Rating** 84%
STEALTH	**METAL GEAR SOLID 3** **Pub** Konami | **Dev** Konami | **Web** konami.com "What does reticulated python taste like? Shoot one and try it for yourself. The best of the *Metal Gear* games yet." **PSM3 Rating** 97%	**HITMAN: BLOOD MONEY** **Pub** Eidos | **Dev** IO Interactive **Web** hitmanbloodmoney.com "*Blood Money* is a sick, sick game. How developers get away with this kind of stuff is beyond us." **PSM3 Rating** 93%	**MANHUNT** **Pub** Rockstar | **Dev** Rockstar **Web** rockstargames.com/manhunt "Unique, not least in its use of extreme violence to comment on extreme violence in videogames." **PSM3 Rating** 91%

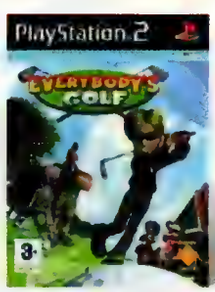
ReaderCritic Register your scores for your favourite PS2 games by sending your reviews to psm3@futurenet.co.uk (see page 43 for more)

Chill Out Games to relax and soothe your mind

EPIC

Shadow of the Colossus

Pub SCEI | **Dev** Team Ico
Web shadowofthecolossus.com
Not the monster-stabbing bits, but galloping across the moors atop Agro, wind billowing through your hair, with acres of beautiful countryside in front of you – it's a hugely relaxing experience.
PSM3 Rating 91%



TWEE

Everybody's Golf

Pub SCEE | **Dev** SCEE
Web sonygames.com
Going for a round with a selection of happy cartoon people, while the sun shines, and the crowd politely applauds every shot, is enough to wind down even the most stressed out minds.
PSM3 Rating 87%

AGRICULTURAL

Harvest Moon: It's A Wonderful Life

Pub 505 Game Street | **Dev** Marvelous | **Web** hmfarm.com
Get up. Milk cows. Plant turnips. Trade seeds with rival farmer. Chat up his daughter. Fail. Go home. Bring in the cows. Go to pub. Chat up barmaid. Fail. Go to bed. Charming and lovely in every way.
PSM3 Rating 85%

Back issues
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Unsung Hero

Why we shouldn't forget...

Maximo

Pub Capcom | **Dev** Capcom
Web capcom-europe.com

The spiritual sequel to *Ghosts 'n Goblins*, *Maximo* is a *hard* platformer. *Really* hard. It packs more reflex-sapping button presses and mental anguish into a metre of turf than *GTA* manages over miles. During its gruelling lifespan, you'll burn the air with rage, throw pads in disgust, bang the table in frustration and – as we did at our lowest ebb – contemplate throwing yourself through plate glass. But you'll never give up or blame the game in a blind fury. Why? It's one of the fairest games in history. Every time you miss a jump or stumble into a flying axe, it's your fault. And every time you play – or concentrate that tiny bit harder – you progress a step further. *Maximo* is so well balanced, you almost wish you could blame it for being 'cheap'.

The design is superb, with skills introduced clearly, but rapidly, until you're juggling a hierarchy of individually simple, but collectively baffling, commands. The pacing's perfect too. Just as you get used to slashing the skeletons, they learn to throw shields. And when you learn to jump, the ground starts to crumble. The game's always one step ahead, but never surprises you without foreshadowing it or giving you an extra second to react. By the end of the game, as you're skipping between cracking ice floes, under attack from distant archers, with a horde of skeletons on the platform nearby, the once-impossible early levels seem comically easy. It's a perfect marriage of old-school risk/reward arcade dynamics and glimmering visuals – you won't find a purer or more addictive, challenge. You owe it to yourself to play it.

EMAIL PSM3 @
And tell us about your fave Unsung Heroes.
psm3@futurenet.co.uk

PlayStation 2 Top 20

This month's big retail winners and losers

Want it? Tick it!

01	(01)	FIFA World Cup Germany 2006	Electronic Arts	Reviewed PSM2 75 80%
02	(02)	Hitman: Blood Money	Eidos	Reviewed PSM2 76 93%
03	(03)	Sensible Soccer	Codemasters	Reviewed PSM2 76 58%
04	(05)	Tomb Raider: Legend	Eidos	Reviewed PSM2 74 81%
05	(04)	Tourist Trophy	SCEE	Reviewed PSM2 75 68%
06	(07)	Buzz: The Big Quiz	SCEE	Reviewed PSM2 74 76%
07	(06)	X-Men: The Official Game	Activision	Reviewed PSM2 76 70%
08	(08)	The Godfather	Electronic Arts	Reviewed PSM2 73 75%
09	(13)	Championship Manager 2006	Electronic Arts	Reviewed PSM2 75 43%
10	(16)	Need For Speed: Most Wanted	Electronic Arts	Reviewed PSM2 69 88%
11	(10)	FIFA Street 2	Electronic Arts	Reviewed PSM2 73 71%
12	(12)	Ice Age 2: The Meltdown	Vivend	Reviewed PSM2 77 70%
13	(09)	Urban Chaos: Riot Response	Eidos	Reviewed PSM2 75 85%
14	(11)	The Da Vinci Code	Take 2	Reviewed PSM2 76 68%
15	(17)	Driver: Parallel Lines	Atari	Reviewed PSM2 73 79%
16	(15)	Guitar Hero	Red Octane	Reviewed PSM2 74 90%
17	(19)	Black	Electronic Arts	Reviewed PSM2 72 89%
18	(14)	WWE Smackdown! Vs Raw 2006	THQ	Reviewed PSM2 69 83%
19	RE	FIFA 06	Electronic Arts	Reviewed PSM2 67 71%
20	(20)	Evolution GT	Black Bean	Reviewed PSM2 76 55%

Murderous!

Neigh!

Cold!

Rocking!

Anyone for tennis?

The World Cup is over now, but that hasn't stopped EA from getting three *FIFA* games into the charts, with *World Cup 2006* leering down at the rest of the pile.

An offer you haven't refused

The Godfather continues to ride high in the charts, proving that the UK's appetite for free-roaming/big guns/huge doses of violence remains unquenched.

Trigger happy

Urban Chaos makes a strong showing. For some, this FPS outguns *Black* with its variety – mixing shooting with hostage missions, helicopter battles and more.

1,036,940

The number of copies of *Pro Evo 5* that have been sold since release. Ker-ching!

You're playing...

David Meikleham
PSM3 reader and professional Jamie Oliver lookalike.

1 **Pro Evolution Soccer 5** "I'm addicted trying to crack the World Cup on six stars at the mo."
2 **Hitman: Blood Money** "I act out homicidal fantasies without having a Shawshank moment later."
3 **Shadow of the Colossus** "More sad than watching Bambi, then checking my bank balance."

We're playing...

Milf Coppock
PSM3 art tyrant, Myspace ladies' fave and closet retro fan.

1 **Hitman: Blood Money** "I love choking unsuspecting passers-by to death. *Hitman?* Oh. Yes. In *Hitman*. Just in *Hitman*."
2 **We Love Katamari** "When I'm not murdering – just in *Hitman*, remember – I love my sticky balls."
3 **Winning Eleven 10** "Argh, the fuzz! You'll never take me alive!"

They're playing...

Reid Schneider
Army of Two producer, not to be confused with Rob Schneider.

1 **Metal Gear 3: Subsistence** I really like the new camera they added for this version. Also, the additional content is very cool.
2 **Prey Demo** I always want to see what the guys at 3D Realms are cooking up.
3 **GTA: Liberty City Stories** *GTA* on your PSP – brilliant.

ON THE DISC
Read our complete PSP playlist featuring loads more games

PSP Playlist

	FIRST CHOICE	SECOND CHOICE	THIRD CHOICE
PUZZLERS	**LOCOROCO** **Pub** Sony | **Dev** Sony **Web** locoroco.com "Guide your grinning sphere through various lands. Odd, entertaining and the happiest game there is on PSP." **PSM3 Rating** 93%	**LUMINES** **Pub** Sega | **Dev** Sega | **Web** luminesgame.com "Addictive, hypnotic, compelling and feels like it's taking place in the brain of a Japanese robot from the future." **PSM3 Rating** 85%	**MERCURY** **Pub** Ignition | **Dev** Awesome Studios | **Web** ignitionent.com "Each of the 72 levels presents a new problem. It's monstrously addictive stuff throughout." **PSM3 Rating** 85%
SPORTS	**VIRTUA TENNIS WORLD TOUR** **Pub** Sega | **Dev** Sumo Digital | **Web** sega.com "Design your own player, play tournaments across the globe, win trophies, earn cash... it'll last you for months." **PSM3 Rating** 91%	**FIGHT NIGHT ROUND 3** **Pub** EA | **Dev** EA **Web** easports.com/fightnightround3 "Streamlining has taken place, but *Round 3* remains a well-balanced slugfest and deserves the championship belt." **PSM3 Rating** 84%	**EVERYBODY'S GOLF** **Pub** Sony | **Dev** Sony **Web** playstation.com "Your caddy squeaks 'nice shot' and your golfer does a backflip. It's all very charming and sweet." **PSM3 Rating** 81%
ACTION	**GTA: LIBERTY CITY STORIES** **Pub** Rockstar | **Dev** Rockstar | **Web** gtapsp.com "Forehead-poppingly frustrating, but *Liberty City Stories* is still the colossal beaut of a game PSP was born for." **PSM3 Rating** 90%	**SYPHON FILTER: DARK MIRROR** **Pub** Sony | **Dev** Sony | **Web** playstation.com "*Dark Mirror* lets you attack missions and enemy grunts in a way that suits your style – which makes it fun." **PSM3 Rating** 88%	**PRINCE OF PERSIA: REVELATIONS** **Pub** Ubisoft | **Dev** Ubisoft | **Web** ubi.com/us/games "A straight port of *Warrior Within* that's impressive but certainly somewhat flawed in its execution." **PSM3 Rating** 72%
RPG/STRATEGY	**FIELD COMMANDER** **Pub** Ubisoft | **Dev** Sony Online **Web** fieldcommander.station.sony.com "You get a real sense of achievement as your gang of upstarts turns the tables on a dominant opponent." **PSM3 Rating** 82%	**METAL GEAR ACID 2** **Pub** Konami | **Dev** Konami **Web** konami.com "Tactical Japanese card game that comes with a pair of cardboard goggles to fool the eye into thinking the game is in 3D. Quirky." **PSM3 Rating** 80%	**LORD OF THE RINGS TACTICS** **Pub** EA | **Dev** EA | **Web** ea.com "There are good and evil Story modes, so you can fight against Frodo if you like. A solid strategy game." **PSM3 Rating** 80%

Disagree with our choices? Write us an explosive mail telling us why we're complete idiots. Lob your word bombs at: psm3@futurenet.co.uk

Phwooarrr Saucy games for those long, lonely nights

SEXY MOANS

Rumble Roses

Pub Konami \| **Dev** Yukes
Web konami.com
On top of wrestling, *RR* enables you to zoom the camera around your gal in the changing room, pressing buttons to make her go 'ooh' and 'aah'. When we discovered this, we all gathered round, honking like seals. In an ironic way, of course.
PSM3 Rating 69%

S&M

Playboy: The Mansion

Pub Ubisoft \| **Dev** Cyberlore
Web unleashyourbunny.com
Live the life of Playboy King Hugh Hefner – cherry-picking ladies for fun, friendship and 'maybe' more. Take snapshots of their bits! Do the bedroom waltz! Lock them in a custom-built sex dungeon! Perhaps.
PSM3 Rating 51%

TRANNIES

7 Sins

Pub Digital Jesters \| **Dev** Monte Cristo \| **Web** 7sins-game.com
The game in which you seduce people for empty sex. It includes this scene in a clothes store: "Hello, madam, can I help? Take you to the changing room? OK. Hey, your clothes fell off. What's that bulge? Oh. *Riiiight*. No matter – let's go!"
PSM3 Rating 58%

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Nice Apps

Tick up your console

Axe thriller

App The Shredder | **Web** lik-sang.com

It can be tricky to find a second axe for *Guitar Hero* without having to fork out for another copy of the game as well. Fret (a ha ha ha) no more, however, as you can now grab one of these ace-looking bits of musical kit, known as the Shredder.

Although it's exactly the same as the standard guitar, functionally-speaking, you can't deny that it looks cooler than a holiday in the South Pole. And while you're at it, you could buy a *Guitar Hero* Gig Bag which, to state the bleedin' obvious, is a carry case for your plastic instrument. Rock.

TV star

App PSP TV adaptor
Web consolesandgadgets.co.uk

While it looks like a cheap plastic box, face-hugging your PSP, this TV adaptor is really about firing PSP images onto your telly. A precision lens and mirror system captures the images from your handheld and converts them into a video signal which is fed through the wires to your TV. Before you know it, the happy dayglo colours of *LocoRoco* are beaming out in glorious widescreen-o-vision.

Thrust be love

App The Thrustmaster | **Web** thrustmaster.com

Yes, you did read that right. The Thrustmaster. Thought of a hilarious sex toy joke yet? Good, let's move on. The Thrustmaster is a Wi-Fi, USB dongle that plugs into your PC and enables you to wirelessly hijack your PC's wired connection and surf the net (or play games online on your trusty PSP. You can even connect up to five PSPs at a time, should you so desire. But can you bring yourself to pay actual money for something with a name like that? Of course you can.

Plug this into your PC and surf the net on your PSP.

Early Warning System

Your PlayStation release schedule

Want it? Tick it!

Game	Publisher	Out	Format	
Spy Hunter: Nowhere To Run	Midway	July 28	PS2	☐
Juiced Eliminator	THQ	July 28	PSP	☐
Singstar Anthems	SCEE	Aug 4	PS2	☐
Gitaroo Man Lives	Koei	Aug 25	PSP	☐
Reservoir Dogs	Eidos	Aug 31	PS2	☐
Kingdom Hearts 2	Square Enix	Aug 31	PS2	☐
Ultimate Ghosts 'N' Goblins	Capcom	Sep 9	PSP	☐
Myst	Midway	Sep 9	PSP	☐
Scarface	Vivendi	Sep 22	PS2	☐
Battlestations Midway	Eidos	Sep 22	PS2	☐
Lego Star Wars 2	LucasArts	Sep 29	PS2	☐
Tekken: Dark Resurrection	SCEE	Sep 29	PSP	☐
Tony Hawk's Project 8	Activision	Sep 29	PS2	☐
Splinter Cell: Double Agent	Ubisoft	Sep 29	PS2	☐
Power Stone Collection	Capcom	Oct 13	PSP	☐
GTA: Vice City Stories	Rockstar	Oct 20	PSP	☐
Final Fantasy XII	Square Enix	Oct 27	PS2	☐
Destroy All Humans 2	THQ	Oct 27	PS2	☐
Pro Evolution Soccer 6	Konami	Oct	PS2	☐
PS3 launches	SCEE	Nov 17	PS3	☐
Resistance: Fall of Man	SCEE	Nov 17	PS3	☐
Singstar	SCEE	Nov 17	PS3	☐
Ridge Racer 7	SCEE	Nov 17	PS3	☐
Warhawk	SCEE	Nov 17	PS3	☐
Silent Hill Origins	Konami	Nov 24	PSP	☐
Football Manager 2007	Sega	Nov 24	PSP	☐
Superman Returns	EA	Nov 24	PSP	☐
Gangs of London	SCEE	Nov 24	PSP	☐
Mortal Kombat Unleashed	Midway	Nov 24	PSP	☐
Sonic Rivals	Sega	Nov 24	PSP	☐
Killzone: Liberation	SCEE	Nov 24	PSP	☐
WWE Smackdown Vs Raw 2007	THQ	Nov 24	PS2	☐
Metal Gear Solid 3: Subsistence	Konami	Nov 24	PS2	☐
Phantasy Star Universe	Sega	Nov 24	PS2	☐
The Sopranos	THQ	Nov 24	PS2	☐
Crisis Core – Final Fantasy VII	Square Enix	Dec 15	PSP	☐
God of War 2	SCEE	Feb	PS2	☐
Metal Gear Solid: Portable Ops	Konami	Mar 30	PSP	☐
Ratchet and Clank: Size Matters	SCEE	Mar 30	PSP	☐
Coded Arms: Contagion	Konami	Mar 30	PSP	☐

Caution: all release dates are accurate at time of press but liable to drastic change

Kingdom Hearts 2

We played the life out of this stunning Disney-themed RPG earlier this year, and that was in Japanese. English translation? Yes, please. Now, please.

Pro Evolution Soccer 6

Months of playing *Winning Eleven 10* have left us with a desperate thirst for *PES6*. The weeks-long wait for it feels like forever. Sigh.

Killzone: Liberation

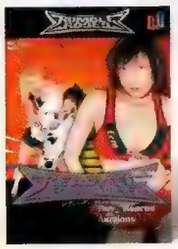
We're eager to see how the new, top-down viewpoint affects *Killzone*. PSP's in dire need of some more decent shooters, so this better be good.

eBay Going, Going, Gone PlayStation auction action

Rumble Roses Cosplay DVD

PERVY

Gosh, a *Rumble Roses* Cosplay DVD starring "three of the most sexy idols from Japan". No-one bid for it, though, nor any of the seller's array of other DVDs of girls dressed up as anime characters. Although Nathan did immediately open a Paypal account when he saw the pics...



Sold Nope **Original Price** $9
Profit Zero

Street Fighter 2 arcade machine bits

Yep, simply a load of parts – including the main board, thankfully – from an *SF2* arcade machine, enabling DIY enthusiasts to build their own cabinet. It'd be simpler to just buy the *SF Alpha Anthology*, mind you, but we don't want to be soggy blankets. See that skip behind your local arcade? A goldmine, friend, a goldmine.

Sold $150 **Original Price** $20
Profit $130

Naked, headless Metal Gear Solid action figures

"These two bodies have amazing articulation!" says the seller. That's one plus, but the fact that they're nude, decapitated, possibly nothing to do with *MGS* at all and, frankly, fundamentally useless doesn't seem to strike him, nor the bidders, as any sort of drawback. Takes all sorts, we suppose.

Sold $15.50 **Original Price** $5
Profit $10.50

ON THE DISC
More facts about the beast that is PlayStation 3

PlayStation 3 The Facts

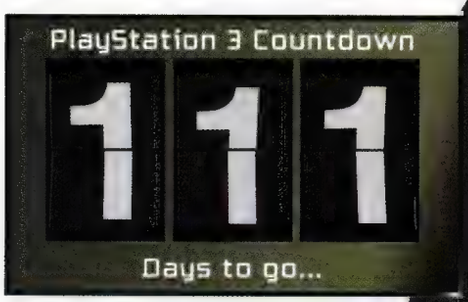
Everything you need to know in one fat eyeful

The price £425

The official Sony word on cost is 20Gb version = €499, 60Gb = €599. That converts to £339 and £408, but insiders (i.e. PSM3) are predicting that the 20Gb version will never make it to the UK and that £408 will (with a bit of Phil Harrison PS3 'magic') end up being £425. It's a figure that Sony are yet to deny and that everyone has already accepted.

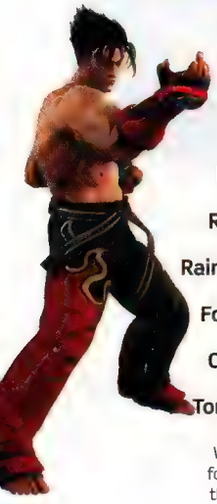
The launch date Nov 17

Sony say November 11 in Japan and November 17 for America *and* Europe. Ambitious, and insiders (i.e. PSM3 again) reckon it simply can't happen. December 1 seems much more do-able (if getting a million of the most complex consumer device ever created into shops can be considered 'do-able').



The launch games

These won't be confirmed until the week before launch, but we're not afraid to stick our necks out and say the following titles will be out on day one:



LAUNCH LINE-UP PROBABILITY RATING

- Tekken 7 ★★★★★
- Resistance: Fall of Man ★★★★★
- Warhawk ★★★★★
- Fatal Inertia ★★★★★
- Ridge Racer 7 ★★★★★
- Rainbow Six: Vegas ★★★★★
- Formula 1 2007 ★★★★★
- Call of Duty 3 ★★★★★
- Tony Hawk's PS3 ★★★★★

Watch this space for more games as they're confirmed.

How to get a PS3

Currently only one of the big retailers is taking pre-order cash. Play.com will sell you a 60Gb PS3 complete with *Warhawk*, *Singstar* and *Formula 1* for £549.99. Unfortunately, the small print says they currently don't know the final cost, the exact games they'll be offering and the date you'll get your machine. Expect every other retailer to offer similar deals once a price and launch line up become more solid.

Motion-sensitive controller

The new PS3 pad doesn't vibrate. Instead it can sense tilt and movement. Want to turn a corner? Just twist the pad. It remains to be seen how many games will use the new feature but launch game *Warhawk* (a sci-fi flight game) does it brilliantly.

20Gb vs 60Gb

One PS3 has a 20Gb hard drive built in, the other has 60Gb, Wi-Fi, memory card slots, and an HDMI output. The other big difference? One is £100 cheaper. It's still uncertain whether the 20Gb version will ever be released, however. Most insiders view its 'existence' as a way for Sony to say "Look, PS3 isn't *that* expensive."

Blu-ray

PS3 plays Blu-ray discs – the brand new hi-def movie format that kicks DVD's ass. With Blu-ray players retailing at £800, PS3 is going to be a cheap way to go hi-def.

Hi-def graphics

PS3 kicks out 1980 by 1080 progressive pixels at its top resolution and can barf them onto screens at 60 frames per second. Sony's *GT4* demo has proved it. This requires immense power, though, so expect early games to go for lower res (720p) and 30fps instead.

True HD sound

Dolby Digital 5.1, and EX 6.1 and 7.1 sound great but PS3 can do better. It supports Dolby True HD too – the format that's an exact copy of a movie's cinema soundtrack. You'll need a £1000 amp to hear it though. Until then DD 5.1 will be just fine.

The HDMI controversy

Make no mistake – the 20Gb PS3 is hi-def. Its ports will support progressive component output for hi-def visuals, like Xbox 360. The 60Gb machine has a superior digital HDMI connector, but the results are barely noticeable on-screen, so don't worry about it.

PS3 specs appeal

	60Gb	20Gb
CPU	Cell Processor	
GPU	RSX	
Sound	Dolby 5.1, DTS, LPCM, etc. (Cell-based processing)	
Memory	256Mb XDR Main RAM, 256Mb GDDR3 VRAM	
BD/DVD/CD drive	Read only. Maximum read spead BD 2x (BD-ROM), DVD 8x (DVD-ROM), CD 24x (CD-ROM), SACD 2x	
Dimensions	Approximately 325mm by 98mm by 274mm	
Weight	Approx 5kg	
Communication	Ethernet x1, 1000BASE-T IEEE 802.11 b and g, Bluetooth 2.0 Controller Wireless (Bluetooth)	Ethernet x1, 1000BASE-T Bluetooth 2.0 Controller Wireless (Bluetooth)
Input/Output	USB 2.0 (x4) Memory Stick SD card Compact Flash Card	USB 2.0 (x4)
HDD	2.5" Serial ATA 60Gb	2.5" Serial ATA 20Gb

Got a PS3 question? Then we'll answer it. Send your next gen console queries to: psm3@futurenet.co.uk

Next month

The next awesome issue of PSM3 goes on sale Thursday, August 31

Now Showing

Movies for your console

New on DVD

V For Vendetta

Director James McTeigue | **Starring** Natalie Portman, Hugo Weaving, John Hurt

Or, WhatThe Wachowski Brothers Did Next. From the pen of The Matrix helmsmen comes this sci-fi action movie which sees Weaving play a shadowy freedom fighter with Portman in the sidekick/eye candy role. Pretty good, and very dark with it.

UMD selection

Father Ted: The Complete First Series

Director Graham Linehan | **Starring** Dermot Morgan, Ardol O'Hanlon, Pauline McLynn

As most new UMDs see a joint launch alongside their DVD brothers, the most interesting newies are re-releases. And here's the first series of classic priest-based sitcom Father Ted, which serves two purposes. Firstly, it makes you laugh until you puke and secondly, you realise how far Ardol O'Hanlon has fallen. My Hero? Blessed? For shame, Ardol. For shame.

Blu-ray choice

Over 100 confirmed titles

Signed up Seven of the eight major studios

Price £20 – £30 with a settle-down tag of £19.99

By September you'll be able to buy Blu-ray movies in shops. You may not have a player yet, but you can buy the discs. The good news is that when you do have a player (and why not go for a PS3?) there's a wealth of movies ready to go. Here's just a few confirmed titles on the way: Aeon Flux, Amityville Horror, Armageddon, Basic Instinct 2, Batman Begins, Black Hawk Down, Chicken Little, Dukes of Hazzard, Full Metal Jacket, Goodfellas, Matrix Trilogy and Mission Impossible I, II and III.

PSM3 Tunes The music download spot

Feel the Machine
The Chalets
Swirly, twirly electro-pop that'll make you happier than a Prozac milkshake. Go check it out.
Get it: thechalets.com

Nobody Move, Nobody Get Hurt
We Are Scientists
Punky addictive geetar-pop, in primarily 'cos they've got some cats on their album cover. And they sound like the bomb.
Get it: wearescientists.com

Skullcrusher Mountain
Jonathan Coulton
A song about a lunatic who wants to take over the world from his secret base. Acoustic loveliness that sounds nothing like you'd expect. We implore you to discover this gem.
Get it: jonathancoulton.com

Brave Captain
Firehose
Get in the mood for *THP8* with this pristine blast of actual real skate music from a real skate video. What will they think of next?.
Get it: itunes.com

People Like People Like Us
Backyard Babies
Dirty, oily punk. They're not babies, though. They lied about that. The frauds.
Get it: backyardbabies.com

Jumpers
Sleater Kinney
Storming shouty all-girl rock that's not about a Primark sweater, but, erm, is about people hurling themselves off bridges.
Get it: sleater-kinney.net/downloads

Tune-up Send us your coolest music links and we'll stick 'em in the mag. Email: psm3@futurenet.co.uk

Object of Desire

Treat yourself to the finest technology that money can buy

PSM3 BUY IT

Sony KDL-40v2500 1080p LCD TV

Want to get the best TV for your PS3? Then you've probably noticed that Sony keep banging on about 'Full Hi-def pictures' and PS3's support of 1080 lines, progressive scan. But what's gone unnoticed during the HD controversy is that Sony don't actually make a 1080p TV set... until now.

Their older Bravia range are Britain's favourite panels, but only run at 1366 by 768 pixel resolution – so Sony are replacing the lot by September. There are three new ranges: the high end XBR3 (lots of glass and shiny black), the XBR2 (less glass) and, our choice, the no-nonsense V2500 series. Coming in 46 and 40-inch versions, this may look identical to the older Bravias but the V2500 series offers the full all-new 1080p innards without unnecessary fluff.

The full 1980 by 1080 screen also means that it's ready for the top whack output of Blu-ray movies, which makes this set the perfect partner for PS3. Buy a cheaper, 'available now' 1366 by 768 resolution panel and you're never going to be sure you're making the most of your PS3. Sure, the v2500 is very expensive (£1900), but it's ideal for PS3 and the wait is over come September.

Tech Spec

Price £1900 approx

Features Full 1980 by 1080 resolution screen, two HDMI inputs, can display a progressive image

Web sonynewer products.com

Get inside PlayStation 3

Journey to the next generation with PS3

Daniel Griffiths

Your first question. What do you want? 20Gb or 60Gb? The PS3 comes in two different forms, and the differences don't just end with the size of the hard drive. The 60Gb machine has the works (even the cool chrome edging) while the 20Gb machine goes without the chrome, lacks the memory card ports, has no built-in Wi-Fi and makes do with a standard PS2-style AV Multi-out. To help you decide we've created our exclusive PSM3 Select-o-meter. Just flip the page...

[redacted] November 17
Price £425 (60Gb) £349 (20Gb)
[redacted] 10 (predicted)
[redacted] see page 92
Availability Pre-order now

When can I get a PS3?

If you fancy nipping over to Japan, you'll be able to bag one on November 11. More sensible would be to wait until November 17 and buy one in the UK. Our alarm bells are triggered by this date anyway as Sony are committed to launching in America on the same day. Will they have enough to satisfy demand on day one? Probably not. Pre-order.

"What do you want? 20Gb or 60Gb? PS3 comes in two different forms"

Will the 20Gb model even be released?

Sony won't say. But all our sources and friends within our favourite multinational megacorp suggest that focus is very much on the full-phat 60Gb version. Given the limited numbers of machines arriving in the UK before Christmas, our money is on a 60Gb-only launch in the UK. It may be that come early 2007 the 20Gb 'cheaper' model will appear - but only if they're having trouble shifting the 60Gb version. Which - let's face it - is very unlikely.

What will PS3 look like on a normal TV?

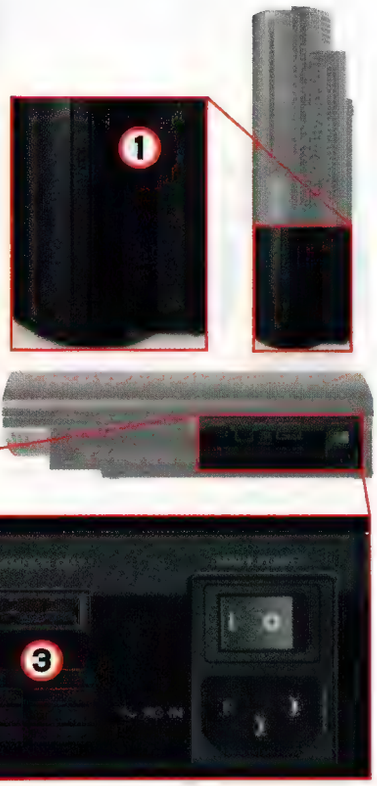
A lot better than your PS2 does. Just because that silver wardrobe in the corner lacks the specs to show off every pixel in a PS3 game, it doesn't mean that your standard-def PS3 experience is going to look anything less than stunning. The fact remains that if you feed a TV with a better, more lifelike image you can always see the difference. Just ask anyone who's playing Xbox 360 on their non-hi-def TV. Games look better because the *machine is better.*

However, next to a full-res, hi-def TV image you *will* see the difference. And once you've tasted hi-def, and what the machine can really do, you won't ever want to go back. We say buy PS3 with confidence. It'll look great on your current TV. But it *will* also make you start saving your coppers for a fully blown HD TV...

"Buy PS3 with confidence. It will look great on your current TV set"

The ins and outs of PS3

What to plug in, and where to plug it, to make the most of PS3



USB ports (extra devices)

1 The PS3 features four USB ports along its front edge. Plug in your MP3 player (i.e. iPod), camera and USB tea warmer here.

Digital out (surround sound)

2 The same as your PS2's digital out. This socket outputs digital audio via an amusingly named TOS connector. It carries Dolby Digital and DTS sound (which PS3 games and Blu-ray movies will carry) but DOESN'T have the bandwidth to carry Dolby True HD sound, as featured on Blu-ray discs.

Multi-Out (audio/video)

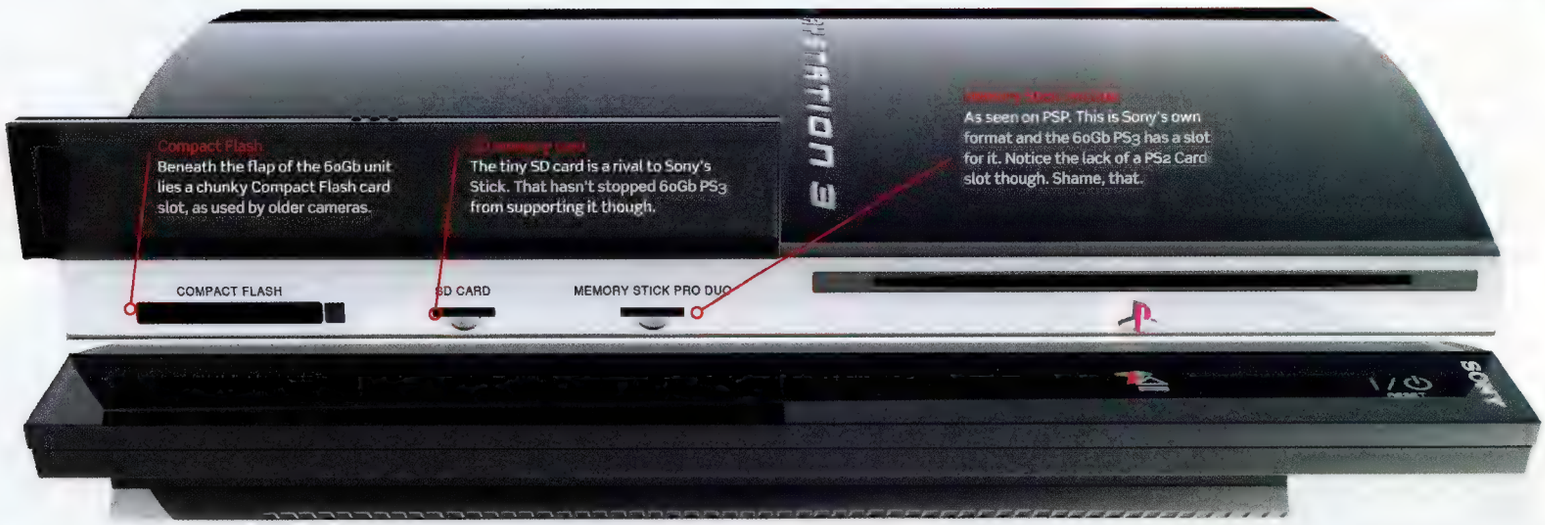
3 This simple connector conceals multiple connections. Again, as with the PS2 'out', you can plug in leads ranging from composite (yellow, red and white) right through to full-on, HD-ready component plugs. So you'll be able to connect PS3 to any TV that could host your PS2.

HDMI (hi-def connection)

4 The new digital standard in TV and audio connection. And PS3 uses version 1.3 of the format which increases data flow sufficiently to support full, multi-channel, True HD sound via this socket (see later for a full explanation). Use this to connect to your hi-def TV (giving you the best possible picture and digital stereo sound), or go for the ultimate set up and connect to your surround amp (giving you surround sound) then 'thru' to your TV for the picture.

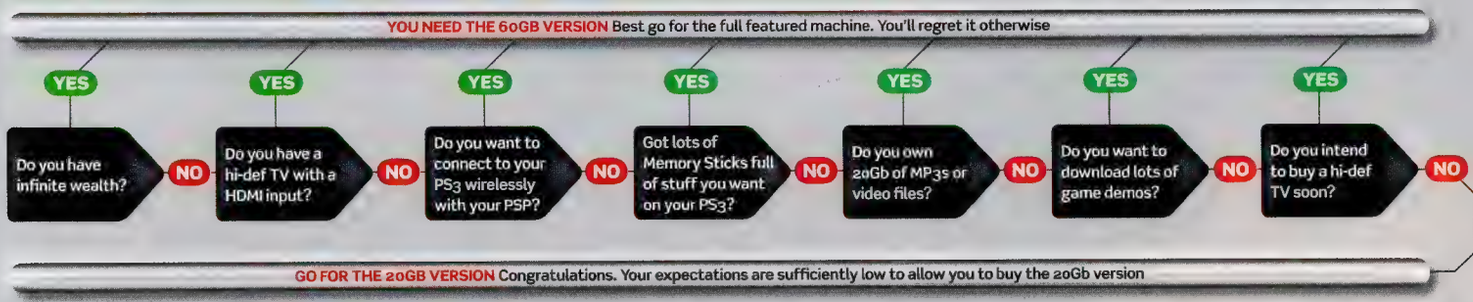
Ethernet network (online)

5 The 'RJ45' connector is an industry standard. Chances are if you've got any kind of router above and beyond the tiny USB one you got free with your broadband connection, then you'll have an RJ45 connector going spare and ready to make the connection to PS3. Once connected, your PS3 will be able to get at the 'net and give you access to Sony's goodies including online multi-player gaming. Or, if you've got a wireless router you can forget this socket altogether. Your 60Gb PS3 (with built-in Wi-Fi) will find your router wirelessly.


Compact Flash
Beneath the flap of the 60Gb unit lies a chunky Compact Flash card slot, as used by older cameras.
The tiny SD card is a rival to Sony's Stick. That hasn't stopped 60Gb PS3 from supporting it though.
As seen on PSP. This is Sony's own format and the 60Gb PS3 has a slot for it. Notice the lack of a PS2 Card slot though. Shame, that.
COMPACT FLASH
SD CARD
MEMORY STICK PRO DUO

Which PS3 should you buy?

Use our quick and easy select-o-tron to help decide which machine to go for


YOU NEED THE 60GB VERSION Best go for the full featured machine. You'll regret it otherwise
Do you have infinite wealth?
YES
NO
Do you have a hi-def TV with a HDMI input?
YES
NO
Do you want to connect to your PS3 wirelessly with your PSP?
YES
NO
Got lots of Memory Sticks full of stuff you want on your PS3?
YES
NO
Do you own 20Gb of MP3s or video files?
YES
NO
Do you want to download lots of game demos?
YES
NO
Do you intend to buy a hi-def TV soon?
YES
NO
GO FOR THE 20GB VERSION Congratulations. Your expectations are sufficiently low to allow you to buy the 20Gb version

Hit the button

Your one-touch guide to the world of PS3 online

Sony's first step into the online arena (the PS2 Network) was – let's face it – a half-arsed shambles. After building the hardware and making it work (more or less) they left the end experience in the hands of isolated games developers rather than producing a single Sony-approved 'face' for the system. Result? A mess.

This time things will be different (Sony say) mainly because Xbox 360's Live network is a superb piece of work and Sony are desperate to catch up. If PS3 Network is half as good as Xbox Live it'll be twice as good as many insiders are predicting. But let's give Sony the benefit of the doubt for now. They've already shown off dummy menu screens that show how the system might work, and have put in place a virtual cash system for you to spend your very real money on in-game upgrades and goodies. Just hit the new PS button on the PS3 pad to access the menus. From there, pretty much anything is possible...

PS3 Arcade

The surprise hit of Xbox Live is Arcade – a place to browse, and buy and download 'minigames' that, while barely pushing the power of the machine, are brilliant fun to play. Microsoft have successfully secured a raft of classic arcade games (everything from *Defender* to *Street Fighter II*) and brand new titles - Bizarre Creations' *Geometry Wars* is a huge hit, and only costs a fiver. Sony have got some catching up to do, so expect plenty of PSone games, alongside (hopefully) some arcade classics (we can't wait to smash our wireless Bluetooth PS3 pads playing *Track and Field*), and some new original games.

Chat and voicemail

Get ready for free online chat and voicemail. While Sony are yet to unveil a headphones-and-mic headset, one is on the way and once your PS3 is online you'll be able to speak to your friends for free via broadband. Add the HD IP camera (which Sony have shown) and you've full video chat – for free. The finer points of the system are yet to be shown, but a straight copy of Xbox 360's chat system will do nicely. Invited friends appear in your friends list and whenever their console is on you get a visual indication on-screen, whether you're playing a game, watching a movie or just fiddling with menus. You can then ignore them, or patch through with a click and chat, or play a game.

Buy credits

To make things happen you're going to have to exchange real money into virtual cash. Sony have shown a 'PlayStation Card' with a face value of $50, though have since insisted that these cards won't be coming to the UK. Instead, we'll be able to buy PS online credit using a credit card in dribs and drabs - whatever we can afford at the time.

Download games

Sony announced a download system for PSP at E3 in May this year. It enables owners to download and play a selection of PSone classics, including *Ridge Racer*, the PSone's first must-buy game. Sony have got the back catalogue, they've got the technology, how about giving away a few free games away from time to time? Perhaps as a reward/incentive for signing up?

Download demos

One of the highlights of the Xbox Live system are the free game demos. Expect Sony to follow suit. Each month a new selection of fresh game demos (mostly entire levels from finished games) are put online for free download. And the back catalogue of free games awaiting new PS3 owners will grow ever larger with each month

Movies

Will Sony offer downloads of their movies too? A great feature would be the ability to download a movie for a few quid and be able to keep it for a few days, after which it auto-deletes. Sony Pictures are responsible for Spider-Man, James Bond and The Da Vinci Code among other hot properties.

Music

Expect PS3 to go one better than 360 here. Not only will you be able to download hi-def videos of 'featured artists', but Sony would be crazy not to offer a full iTunes-like download service given the huge raft of music they own. Expect Sony artists (i.e. The Zutons, Xzibit, The Offspring, Pink Floyd, Mariah Carey, AC/DC) to start with and then other labels to follow.

Trailers

Download the latest game and movie trailers (in glorious 1080p hi-def). They'll most likely be free and are an ideal way to show off your new system running at its maximum capacity.

Internet

Sony have demoed PS3 running multiple internet windows via a Minority Report-style (ie flash and floaty) multi-window interface. And full USB/ wireless keyboard and mouse support is built in. Now that the net is in your living room, it's one less reason to use a PC.

Rankings and leagues

Expect a rip-off of 360's Achievement points system: play games and earn points for achievements mid-game – performing a 360 degree spin, finishing first without using nitro etc. Everybody likes to know how good they are at a game, but finding out you're 475,000th at *Ridge Racer* may come as a shock... What would be good is if Sony took the next step and allowed you to use these points as currency (alongside credit that you've bought) and redeem your points against downloads. Now that's a real reward for extended play.

Fan films

Why not host fan movies too? Make your own films and post them for PS3 users around the world. Expect the sober hand of Sony to censor some of the more fruity submissions however.

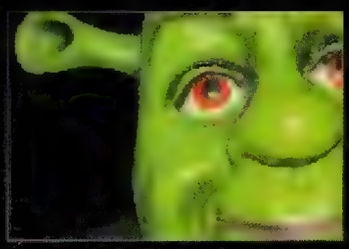
Extra content/levels

Once you own a game you can expect to be invited to download add-ons to increase your playtime. Sony have shown a screen showing an extensive list of additional *Warhawk* ships, weapons and levels to buy. Let's just hope that some of these add-ons and episodes are free, eh?

The PS3 Cross Media interface

First seen on PSP, PS3 has an even more impressive front end to all that power

Users



User 1 Don't like your face? Use something else.

User 2 Little brother using your PS3? Nah...

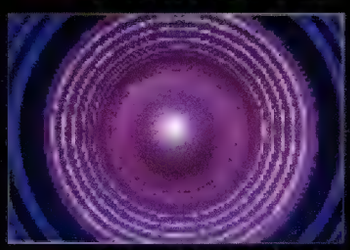
User 3 Your pic becomes your online avatar.

Tell me who you are

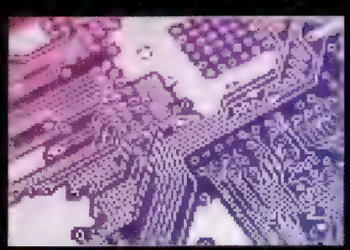
You can have multiple users for your PS3. Each user has different settings (and a profile pic of them on screen). Scroll through the faces and pick one. Your preferences (including your wallpaper, game saves and settings) and photo, music, and video library content will appear. Expect the option to password-protect your pics, music and games from nosey smaller siblings to be included too.

Settings

Looks good Set your PS3 to hi-def mode here.



Sound check Got surround sound? Tell PS3 here.

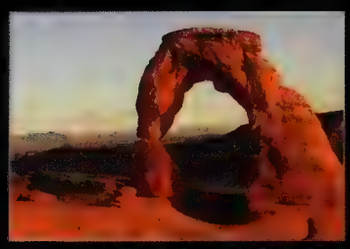


Net profit Give PS3 your settings and you're off.

Get everything perfect

Like PSP, the Settings menu is packed with settings to cope with whatever sound, video and network equipment you're using with your PS3. Tell it you've got a hi-def TV. What resolution do you want to run at? Do you have a wireless router? What are your email account settings? And keep an eye on the software update option too (a big part of PSP ownership) which will keep your PS3 up-to-date with the latest features as they appear.

Photos



On the rocks Browse your snaps on giganto TV.

Goggle box How did this lot get on my PS3?

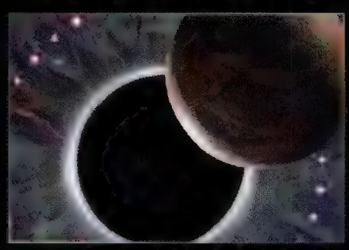
It's snow time Organise your snaps into albums.

Picture this

You've probably already seen this on PSP. PS3 is a great place to store your digital photos and getting them into PS3 is as simple as connecting your camera via USB, or putting its memory card in one of the slots on the 60Gb model. What better place to view your pics than on your hi-def TV? D-pad ← and → to flip through your photo library. Use the shoulder buttons to flip pictures around and press START to kick off a slideshow.

Music

Zutons One of the hundreds of acts on Sony.



Pink Floyd Old school but they're a Sony band.

Mariah Carey Expect access to her catalogue.

Make sweet music

Rip your CDs to PS3 or buy new tunes from PS3's online store. PS3 plays MP3 or ATRAC formats. Use D-pad ← and → to skip forwards through tracks or use L1 and R1 to skip the tracks themselves. Pressing △ brings up a menu where you can choose repeat and random options. If there's a CD in the drive it appears ready for playback or ripping to the hard-drive. And – thanks to the Wi-Fi in the 60Gb model – expect to be able to stream your music to suitable receivers all over your house.

Video

Monster Home Already used as a PS3 demo.

Tekken Night's One of Sony Pictures' latest.

Spider-Man 3 Another hot Sony movie property.

Watch great movies

Play clips stored on the hard drive. Once again Ⓐ brings up a playback menu which features screen size and repeat, shuffle-type playback options. If there's a Blu-ray or DVD movie in the drive it appears in this menu ready for selection. And expect Sony to have an ever increasing library of game and movie trailers available to download. One exciting proposition is the ability to download whole films at low cost and keep them for a short time. No more DVD rentals.

Games

Final Fantasy XIII Stunning PS3 games await.

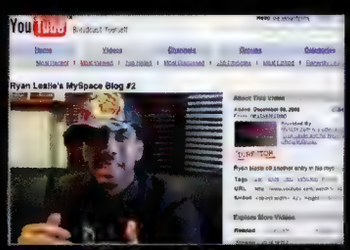
Need For Speed Carbon Play hit games on PS3.

Call Of Duty 3 The star of the launch line-up?

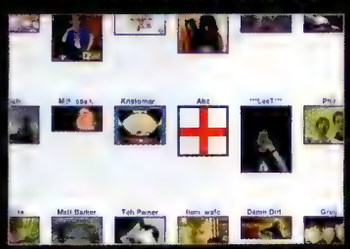
The reason to buy PS3

PS3 will play the most advanced games ever. Select a downloaded game here or, if a game is in the drive, it'll appear in the menu. Expect to be able to organise your downloaded games into folders: 'Puzzlers', 'Racers', 'Crap...' and so on. Download demos (and almost certainly arcade classics and indy games) and in the future buy new games and manage them on your hard drive from here.

Browser



Bethal's Tube Get at YouTube's finest on PS3.



Space Invaders Chat to your MySpace mates.

Wikipedia Browse Wikipedia without a PC.

The net in your lounge

PS3 runs Sony's own unique browser. Use the D-pad to navigate around the links on a page or press Ⓐ to bring up the Site menu which appears to the right of the main browser page. Use the shoulder buttons to create and switch around between up to eight net windows which automatically scale around to fit the screen. Flip around the pages with the D-pad, hit SELECT to bring them up full size, then use the L2 and R2 buttons to flip between pages. Pressing SELECT returns to the multi-window view. Plug in a keyboard and mouse via USB for PC-style net action.

Friends

Your shout You meet all sorts of folk online

Freinds forever Meet men. Invite them to clubs

Ladies choice Ah, that's better. Give 'em a click

Meet up and play

The Friends menu is a major part of the online experience. Invite online players to be your friends and when they accept you've a quick connection to them. See when their PS3 is turned on. Message them. Use video chat. Share content. And challenge them – for free – to play online games.

Ready to play?

You name it, PlayStation 3 can handle it

Blu-ray disc

The new high-definition format for movies. Think of Blu-ray as the replacement for DVD – you'll still get a movie and a bunch of extras per disc, but the quality is waaaay better.

Wi-Fi connection

The logo isn't on the case yet, but it's inside the box. It's like Bluetooth but uses a lot more power and therefore has a much bigger range. Wi-Fi comes in two flavours (802.11b and the more powerful 802.11g) and both are supported by PS3. You can therefore use your (802.11b) PSP or (802.11g) laptop to access your PS3 from a wireless hotspot.

Given that Sony have already cracked Wi-Fi video streaming with their Location Free TV unit, it's highly likely you'll be able to remotely stream audio or video from your PS3 to any global location, and watch it wherever you are, on laptop or PSP.

DVD Video/ROM

Your PS3 will play all your DVD movies, likewise all your PS2 games. It's also highly likely that PS3 will play DVD-R and DVD-RW discs that you've made yourself, so you can load up the hard-drive with tunes and photos burnt on your computer.

Super Audio CD

The ultimate audio disc format. Invented as a replacement for audio CDs, it ups the sample rate from 44.1Khz for CD to an output 88Khz from SACD. If you've got the amp and speakers to do it justice, Super Audio CD does sound better than 'normal' CD. Problems? Well, there are only 3,000 Super Audio releases so far, and 40% are classical music. Moreover, these days everyone is happy with MP3s and AAC files, despite them sounding worse than CD. Still, if you've got some SACDs, your PS3 will play them.

Compact Disc

Of course your PS3 will play your existing music CDs and (to be confirmed) audio or MP3 files burnt to CD-R. Expect full iTunes-style ripping software built in too, enabling you to transfer audio and images from discs and onto your PS3's hard drive.

The truth about hi-definition

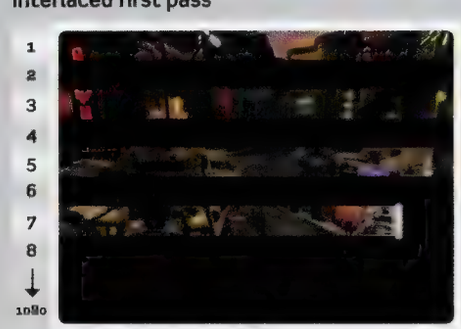
What does all that 1080p and 720i stuff really mean?

PS3 can display images at a range of resolutions ranging from 480i up to the Holy Grail (and highest of hi-def) 1080p. The higher the resolution number, the 'better' the image. The 'i' and 'p' refer to the image's scan type and stand for 'interlaced' and 'progressive' scan, respectively. An interlaced image draws half the picture in one pass then comes back and draws the other half in a second pass. A progressive image is done in one straight top to bottom movement. The result is that progressive images look harder and sharper (but PS3 has to work twice as hard, effectively doing 'all the pixels' at once rather than half and half). Because of the extra workload involved, we predict most PS3 games (at least the early ones) will run at 720p or 1080i rather than go balls-out for maximum hi-def at 1080p.

So which is best, a 720p picture or a 1080i one? And is it really worth buying a TV with 1080 lines when 720 will do? Well, we've seen both images side by side and... you can barely tell the difference. Compare 720p with 1080p, however, and there's clearly more detail in the 1080p image.

Conclusion? Your PS3 will look the business on a currently available hi-def TV but, for Blu-ray movies (which are 1080p) and later games, you'll get more pixels and more detail on a 1080p screen.

Interlaced first pass



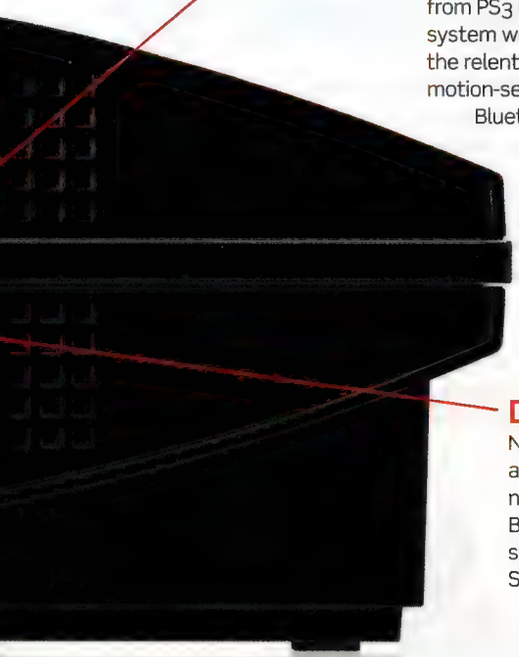
Half and half An interlaced image is built in two distinct halves. First your PS3 displays the 'odd' lines, 1, 3, 5, 7... all the way to 1080.

DTS HD Master Audio

A rival to Dolby Digital True HD. Like DDTHD, it's 'lossless' and so sounds great. Discs and games can carry a DTS HD soundtrack, a True HD soundtrack or both.

Bluetooth

The wireless communications system that links headsets to phones and – on PS3 – joypads to the console. PS3 pushes the standard to its limit with all eight Bluetooth 'channels' being used – seven for seven joypads and the eighth as a control channel from PS3 back to the pads. It's the only system with enough bandwidth to cope with the relentless datastream generated by the motion-sensitive, button-laden PS3 pads. But Bluetooth isn't only for joypads. PS3's Bluetooth class 2 range is around 10 metres. That means not only can you play from the other side of a gigantic living room, but can conceivably send images from your mobile phone in the garden to your PS3 and TV in the living room.



Dolby Digital

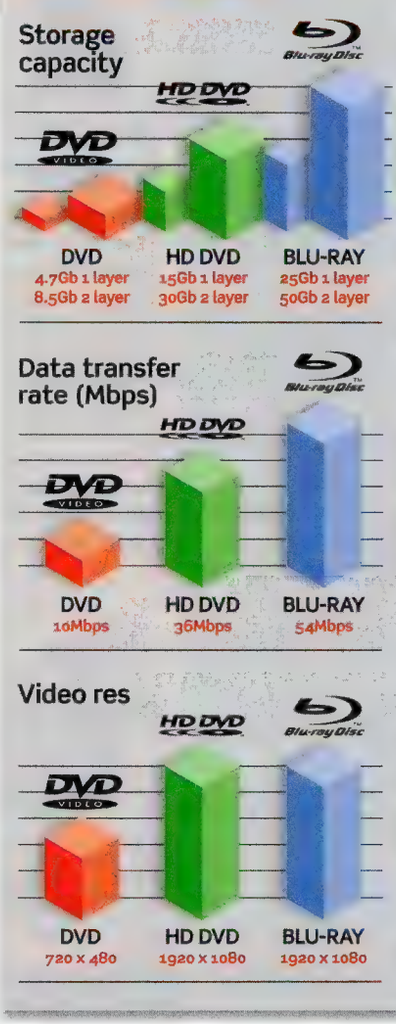
Not got a Dolby True HD compatible amp and seven speakers? Hey, us neither. Good job that PS3 games and Blu-ray movies will feature support for standard Dolby Digital 5.1 then (and Surround Sound EX too).

Dolby True HD

This is the next-gen sound format that fully exploits Blu-ray's vast capacity. It's an exact bit-for-bit copy of the original movie's theatre soundtrack and works with compatible amps via HDMI. The amp then pipes this super sound straight to your hi-def TV. Unfortunately, enjoying it means getting a new amplifier and – since the soundtrack drives seven speakers and a subwoofer – more speakers too.

The new video format war

DVD, HD DVD and Blu-ray battle for supremacy



The best picture

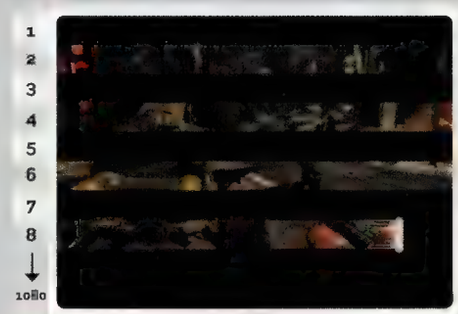
Your 20Gb PS3 features a multi-out just like your PS2. You can sling all kinds of leads in there, even a component lead that will give you a great hi-def picture on your hi-def TV. Provided it has got component 'ins' of course. It's the same set up as Xbox 360 and it works just fine.

But even better is the HDMI connection on the 60Gb PS3. This is real, proper *digital*. This is your PS3 talking to *each pixel* on your TV screen. This is what hi-def is all about. Put HDMI next to component and there is a difference in image quality. It's small, but it is *there*.

The Tivo question

There's been plenty of speculation about using PS3 as a Tivo or Sky+ style TV recorder. While the machine is certainly powerful enough to digitise video, and that 60Gb drive will give you around 30 hours of storage space, there is a fat fly in this ointment. The PS3 lacks any inputs. Short of Sony releasing a USB video input box (giving your PS3, say, a SCART input or yellow, red and white composite ins), the only way to get video in will be via Memory Stick, disc or wireless Bluetooth. In other words, TV recording is looking highly doubtful.

Interlaced second pass

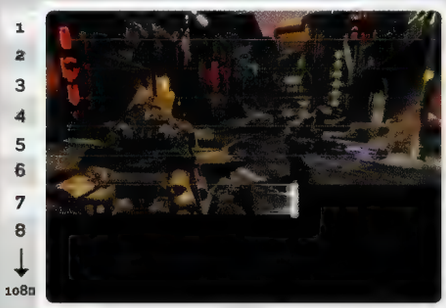


Episode two Next it goes back and does the 'even' lines 2, 4, 6, 8... up to 1080 again. So you get 1080 lines but only 540 at any one time.

Interlaced result

Together at last The two interlaced images fool the eye and appear to be visible at the same time. Bingo – a single 1080i picture.

Progressive scan



The real deal Now this is proper 1080p. The PS3 draws each of the 1080 lines in turn to form one solid image. It's sharper and harder.

Playing PlayStation Longer Harder Deeper

Extended Play

Start

GENIUS

106 Hitman's most gruesome kills
Read them and weep with shock and disgust. Then do the lot.

EXPLOITS

110 Get maximum justice in The Punisher
Sicko 'interrogation' scenes revealed. Gratuitous? Of course.

SECRETS

112 The ultimate jump in San Andreas
We've found it. And we show you how to do it. Plus more top secrets.

FACE-OFF

114 Justin Lee Collins gets his face mashed
We show you how to make a 'celebrity'. Then we kick his head in.

ONLINE

116 PES online put through its paces
How does PS2's top football game fare in the world of online?

CLASSIC

118 Why Manhunt isn't just for sickos
PlayStation 2 classic Manhunt earns maximum PSM3 love.

HOMEBREW

120 Play Super Mario World on your PSP
We open the door to the murky world of PSP hacking. Step right in.

NATION

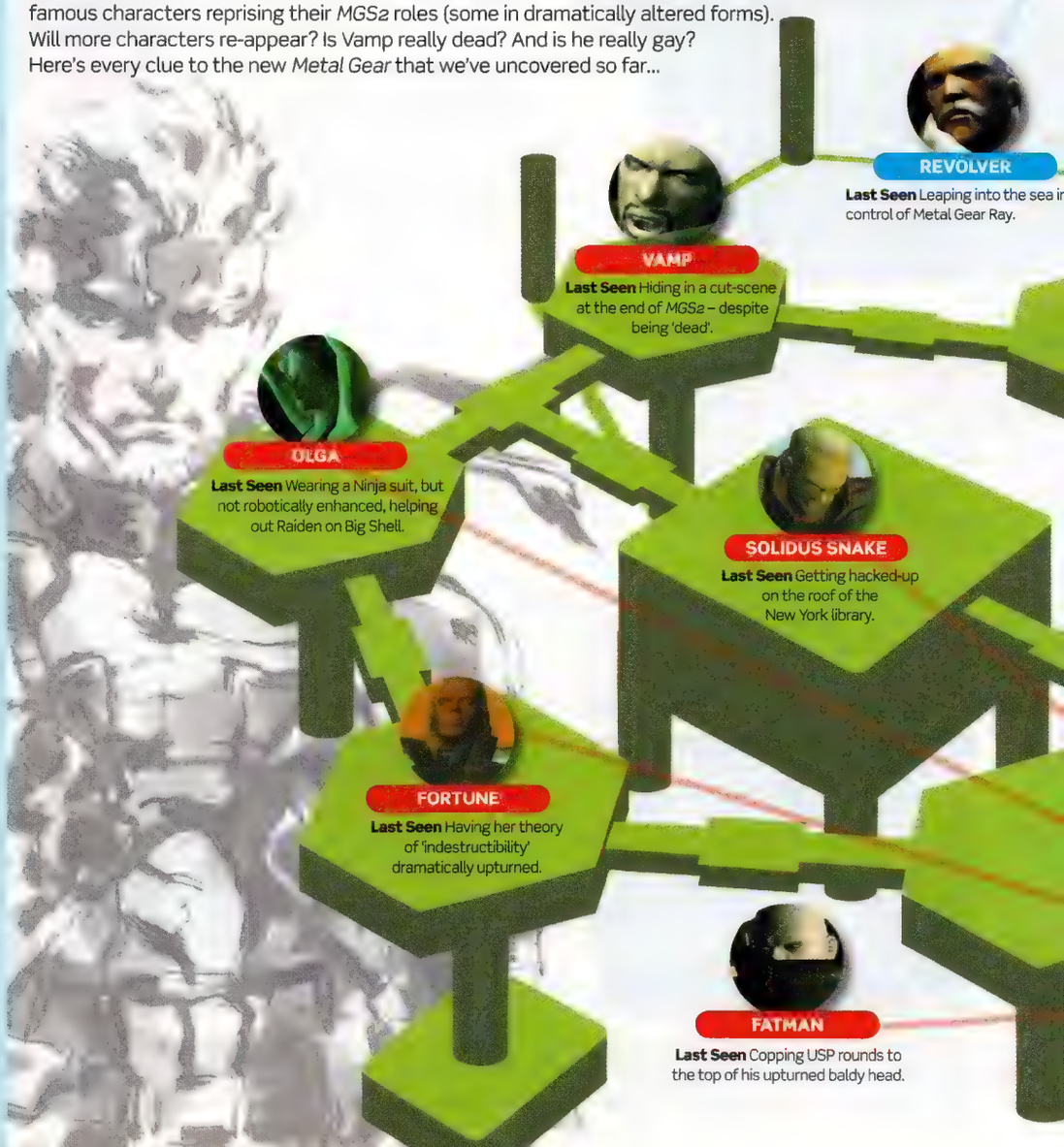
122 Katamari invades San Francisco
The incredible tale of real-life ball rolling. Plus yet more madness.

PLAYSTATION CELEBRATION

Who will return in Metal Gear Solid 4?

FACT! *Metal Gear Solid 4* will solve the burning questions from *Metal Gear Solid 2*. Who are the Patriots? What happened to Olga's orphaned child? And why was Ocelot given Liquid Snake's arm? Whether you're familar with the series' intimate secrets – from the S3 project, to FoxDie, to Les Enfants Terrible – or are simply intrigued by the stunning visuals and brutal depiction of near-future warfare, Hideo Kojima's hotly-anticipated PS3 debut will shock and inform in equal measure. Will Snake really die? Judging by the brilliant trailer (see our DVD) and Hideo Kojima's confirmation that this will be his last *Metal Gear* game, the signs are ominous, but – typically – shrouded in doubt.

So, here's your at-a-glance, scene-setting guide to the world of *Metal Gear*. Forget about *MGS3*. That was a standalone prequel (featuring Naked not Solid Snake) for the main *Metal Gear* story. Which means that it's the final scenes of *MGS2* that hold the key to *MGS4*. The new game's latest trailer shows a host of famous characters reprising their *MGS2* roles (some in dramatically altered forms). Will more characters re-appear? Is Vamp really dead? And is he really gay? Here's every clue to the new *Metal Gear* that we've uncovered so far...


REVOLVER
Last Seen Leaping into the sea in control of Metal Gear Ray.
VAMP
Last Seen Hiding in a cut-scene at the end of MGS2 – despite being 'dead'.
OLGA
Last Seen Wearing a Ninja suit, but not robotically enhanced, helping out Raiden on Big Shell.
SOLIDUS SNAKE
Last Seen Getting hacked-up on the roof of the New York library.
FORTUNE
Last Seen Having her theory of 'indestructibility' dramatically upturned.
FATMAN
Last Seen Copping USP rounds to the top of his upturned baldy head.

Revolver or Liquid? Has Revolver Ocelot been possessed by the severed arm of Liquid Snake grafted on to his body? In the MGS4 concept art, 'Ocelot' sports Liquid's hairstyle, trenchcoat and shirt-free style. We're also told that the Private Military Corporations (PMC's) in MGS4 are owned by Outer Heaven, and run by Liquid Snake. Obvious? We'll see...
Robo Raiden? Nobody wanted him back but that's precisely why Raiden MUST return – in new Ninja-esque form. Given the likeness to Gray Fox, how will he interact with Naomi? And is there a hidden link to Big Boss?
The new Metal Gear? These half-organic/half-machine Metal Gear robots are called 'Moonlight'. Cute, eh? But while they're big and more than a match for most soldiers, the fact that robo-Raiden (see above) scythes through three of them suggests that the real Metal Gear in MGS4 will be a gigantic ultra-boss that we have yet to see. Be afraid.
Old Man Solid? Why is the world's number one soldier such a frail old man when Otocon and Meryl have barely aged? It looks like the FoxDie virus has finally been activated, giving him – in Naomi's words – six months to live. Kojima has already hinted that the game may be played against the clock...
Hunter becomes saviour? Genetics expert Naomi Hunter infected Snake with the FoxDie virus as revenge for killing her adopted father, Gray Fox (Ninja). She's imprisoned at the end of MGS, but rescued by Solid Snake. Can she cure him?
Roy returns? Snake's boss – imitated by a rogue AI program in MGS2 – is back in the flesh.
Hal be back? CODEC buddy, Otacon, is back – but in what role?
Love interest? Roy's daughter and FoxHound boss.
REVOLVER
RAIDEN
MOONLIGHT
SOLID SNAKE
NAOMI
ROY CAMPBELL
OTACON
MERYL
NOW METAL GEAR SOLID 4: GUNS OF THE PATRIOTS YEAR 2015?
THEN METAL GEAR SOLID 2: SONS OF LIBERTY YEAR 2009
METAL GEAR RAY
Last Seen With 20 of his mates trying to end Solid Snake.
RAIDEN
Last Seen Wandering through New York after defeating Solidus Snake.
ROSE
Last Seen Taking part in the most boring cut-scene conversation ever seen in gaming.
SOLID SNAKE
Last Seen Escaping Metal Gear Arsenal with poor-old Raiden.
OTACON
Last Seen Weeping over the death of his sister Emma – who was stabbed by Vamp.
ROY CAMPBELL
Last Seen Stammering after being imitated by a computer virus.
START HERE
METAL GEAR SOLID
YEAR 2005
NAOMI
Last Seen Being bundled away to prison.
MERYL
Last Seen Riding off with Snake on a skidoo at the end of MGS1.

METAL GEAR GRAVEYARD

In loving remembrance of those who have fallen...

Don't expect to see any of this lot – save perhaps Vamp – putting in a return for *MGS4*. They were all killed in *MGS2*.

Pub Eidos
Dev IO Interactive
FYI PS2 | 2006 | PSM76 93%
The fourth of the assassination series and the best yet. Bump off targets while dressed as a clown, a redneck or even a giant bird. Hilarious, brutal, brilliant.

The icing on the cake Skip Muldoon is a man of enormous appetite. Pity for him his next snack has cyanide icing.

Death by chocolate Dosed up to the eyeballs with doctored cake, Skip gasps his last and 47 slips away leaving no trace but crumbs.

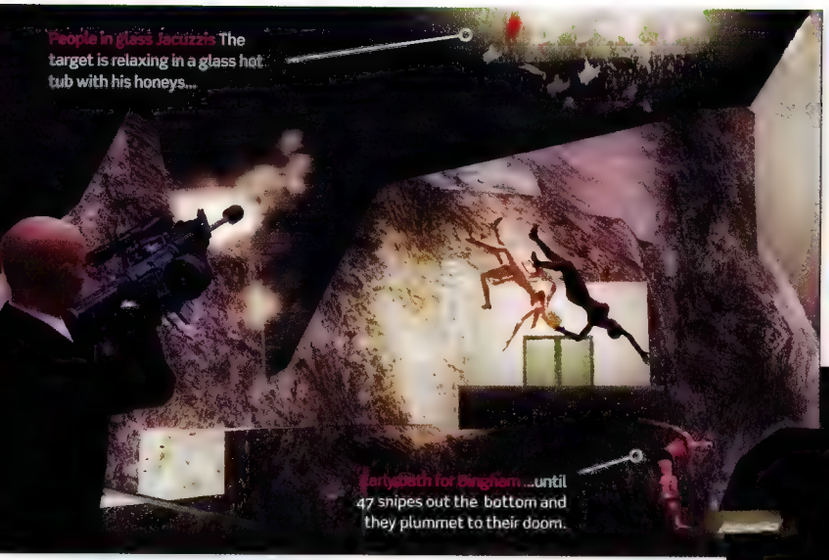
10 most gruesome assassinations in Hitman: Blood Money

Paul Fitzpatrick

1 CYANIDE-FLAVOUR CAKE

This is the climactic hit of a particularly tense mission that unfolds on a paddle steamer cruising up the Mississippi. Agent 47 has already whacked out six members of a jerky-chewing, gumbo-slurping gang, and is closing in on the skipper himself – a sweaty mountain of a man called Skip Muldoon. Offing the skip is a big ask since he's separated from the ship's other passengers on a heavily-guarded private deck. But then you learn that the skip has a sweet tooth. One strangled patisserie chef later and you've injected a cake with poison. 47, dressed as a waiter, then heads up to Muldoon's private quarters and serve up a generous portion of 'gaaaargghhh' to the crooked lardbucket.

Level: Death on the Mississippi


People in glass Jacuzzis The target is relaxing in a glass hot tub with his honeys...
Early bath for Bingham ...until 47 snipes out the bottom and they plummet to their doom.

2 HOT TUB HAVOC

Sometimes, the perfect hit just falls into 47's suited lap. Chad Bingham Jnr likes to play rough with the ladies. He's also a US Senator's son, so he's gotten away with it. At the very start of the mission, if you glance way up, you'll see the underside of a glass-bottomed Jacuzzi in which Chad is relaxing. Get a little alone time to one side and, with one well-aimed shot, Chad takes an early bath on the rocks below.

Level: Better Watch Out

BAR-BELL CRUSH

Doctors always say we should drink plenty of fluids, eat our five portions of rabbit food a day and take more exercise – but not if you're a trio of wanted mobsters hiding out in a detox clinic. Drink plenty of fluids? Well the poor lush whose vodka was hidden directly under the chandelier in the lounge (the one you blew up so it landed on him) would disagree. Eat well? Not for the man blown to smithereens after you tampered with the stove in his room. And then there's this wise guy. One minute he's pumping iron, the next, Agent 47's dropping his weights onto his windpipe. A crushing blow.

Level: Flatline

3

4 CROCODILE FOOD

A redneck wedding? Dangerous. Everyone – including the vicar – has a gun. And if you're as deranged as the bride's father, you may end up feeding fried chicken to your dead brother in the family cemetery. And if you do, you may not see 47 creeping up behind to give you a hefty shove into the nearby, crocodile-infested swamp.

Level: Till Death Do Us Part

5 RAISE THE DEAD

Agent 47 is dead. His plotting enemies attend the funeral and sit around his open casket, triumphant. Nudge the sticks, though, and 47 (who is only doped, not dead) comes back to life, seizing his pistols and blowing vengeful holes in his bewildered foe.

Level: Requiem

The mastermind He plotted 47's murder – and now he's going to suffer the slaphead's wrath.
Risen again With all his enemies lured to one place, 47 arises and blasts them all to Hell.

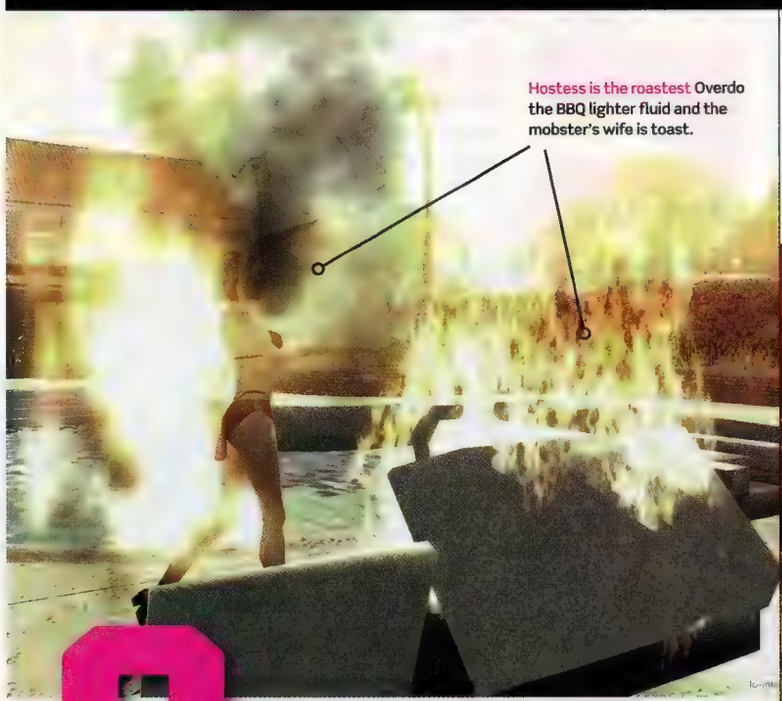
ON THE DISC
Got a PSP? Then grab a festival of baldy wallpapers

Shark food Vaana takes a tumble into the shark tank and dies a horrifying death, eaten alive by a monster.

6 EATEN ALIVE

Vaana Ketlyn is hostess of a kinky Hell party in Las Vegas and she wants to make an entrance that her guests will never forget. Agent 47 grants her wish by turning up the settings on her pyrotechnic show. Roasted by her own flaming special effects, Vaana tumbles head-first into a tank full of shark. The flames are out but she's straight down the gob of a Great White.

Level: A Dance with the Devil



Hostess is the roastest Overdo the BBQ lighter fluid and the mobster's wife is toast.

8 BBQ OF DOOM

Mafia squealer Vinnie Sinistra's wife's home may be crawling with FBI, but that doesn't stop her giving her guests a warm welcome. How was she to know 47 had popped by earlier and prepped the barbecue with gallons of extra lighter fluid?

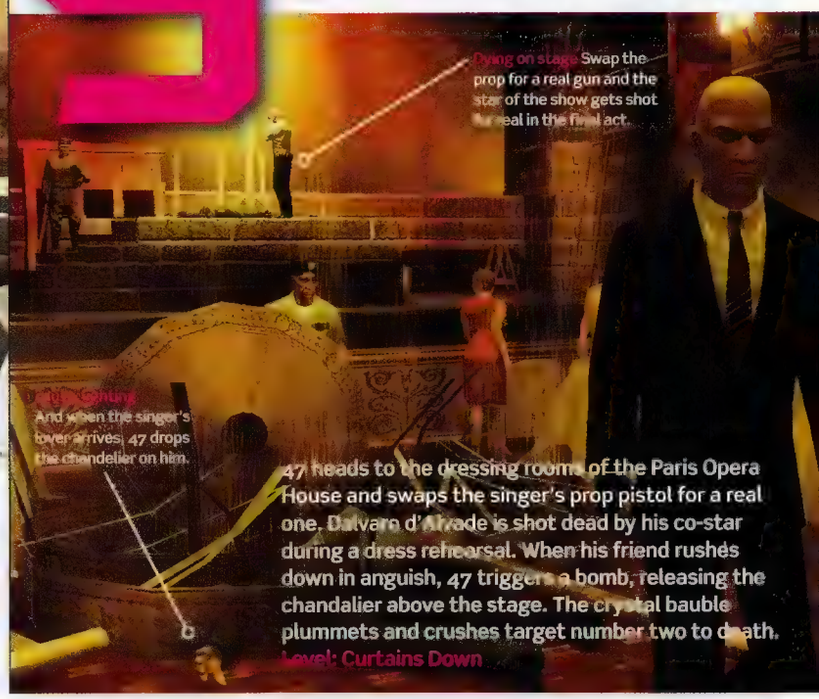
Level: A New Life

7 THE EXPLODING MUSICIAN

Slip a remote mine into a wedding present and leave it by the edge of the baby grand piano at the reception. When the groom steps up to tickle the ivories (badly), it's 47's cue to trigger the 'gift' – with spectacular results. Not quite what the newlyweds had in mind for the 'big finish'.

Level: Till Death Do Us Part

9 SQUASHED BY A TWO-TON LAMPSHADE



Dying on stage Swap the prop for a real gun and the star of the show gets shot for real in the final act.

And when the singer's lover arrives, 47 drops the chandelier on him.

47 heads to the dressing rooms of the Paris Opera House and swaps the singer's prop pistol for a real one. Dalvaro d'Alvade is shot dead by his co-star during a dress rehearsal. When his friend rushes down in anguish, 47 triggers a bomb, releasing the chandelier above the stage. The crystal bauble plummets and crushes target number two to death.

Level: Curtains Down

Almost looks too good to be true: a piano hanging overhead
A descending scale Mine the pulley and detonate it when the target walks beneath.
The last waltz Time it right and the victim is smashed by the hurtling piano.

10

PIANO ON THE NUT

It's not every day Agent 47 gets a bit of light relief, but there's a real Road Runner feel about this hit. It's Mardi Gras time in New Orleans, and 47's after two assassins and their controller. Spotting the killers in the enormous carnival crowds would be a major problem, except that they're dressed as a pair of giant budgies. Now, even 47 isn't keen on cruelty to animals, but when one of the murderers strolls directly under a piano being winched up into a bar, fate is not only playing his tune – it's ready for the big finish. One blown up winch later, the instrument tumbles groundwards and the bird is brained by a baby grand. Justice is tweet...

Level: The Murder Of Crows

The ones we didn't pick...

A Vintage Year
Wait for Delgado to enter the wine cellar and shove him down the stairs. Classic.

A New Life
There's an FBI van watching your target's house. Nick the tray of doughnuts by the catering van and inject them with poison. Now deliver them to the van... Priceless.

You Better Watch Out
Spike Chaid's drink with an aphrodisiac and he'll feel frisky and head to his room. Then push him over his balcony.

House of Cards
Phone Sheik Al-Khalifa, from the Vegas hotel. He'll take the call outside. Seven floors up, snipe him to death. Ho ho!

EMAIL PSM3 @
Disagree with our choice? Then send us your picks
psm3@futurenet.co.uk

ON THE DISC
Plenty more violent torture scenes from *The Punisher*

Why the most violent game on PS2 is... <shhh>... The Punisher

Joel Snape

EMAIL @ PSM3
Want a game exploded in ludicrous detail? Tell us: psm3@futurenet.co.uk

Pub THQ
Dev Volition
FYI PS2 | 2005 | PSM60 82%
The bleakest character on the Marvel roster mows people down with big guns and tortures them in a game of revenge that's utterly obscene and bloodthirsty. It's a little easy, but *The Punisher* is tremendous, if mindless, fun.

MAKE 'EM SQUEAL GUIDE

The 25 best 'interrogations'

Why shoot a man straightaway when you can squeeze him for info by threatening to feed him to piranhas? There are over 50 interrogations in *The Punisher* and you can still brutally kill each goon when you're done with 'em.

Death by... Circular saw
Level The Igor Baltiysky
Every man has a primal fear of groinal torture. The Punisher – aka Frank Castle – exploits this by threatening to shove a goon onto a circular saw, cock-first.

Death by... Cell door
Level Ryker's Island
In the midst of a prison riot, Frank puts one convict halfway back into his cell... and then slams the door onto his face/ribs/groin. Again and again.

Death by... Electric chair
Level Ryker's Island
Frank's comment after frying a man in Ryker Island's sparky? "The only place in New York where you can still smoke indoors." Badass.

Death by... Deep fat fryer
Level The Takagi Building
In a Yakuza-run restaurant, Frank shoves a man into a pan of chip fat. Sadly, instead of giving him a crispy coating, it simply melts the skin off his head.

Death by... Wood chipper
Level Central Zoo
Frank shoves a man into a wood chipper legs-first. The resultant spray of red 'chips' is sickening. Frank's comment? "Makes for good mulch."

Death by... Licence plate
Level Ryker's Island
The game's trickiest interrogation: tease a man by quickly shoving his head in/out of a license-plate stamping machine. It's very easy to get the timing wrong.

Death by... Metal shutter
Level The Takagi Building
Because we've all fantasised about slamming an obnoxious cloakroom attendant's face into a metal shutter until it bursts like a melon, haven't we?

Death by... Coffin lid
Level The Funeral Home
In a clever bit of irony, Frank repeatedly slams a coffin lid down on an unfortunate man's head until his skull cracks and breaks.

Death by... Crane
Level The Igor Baltiysky
What's probably the most gruesome death in the game sees Frank hook a man up to a crane and tear off his arms *and* his legs. Comprehensive.

Death by... Toilet
Level Chop Shop
Frank's variation on the classic schoolboy trick involves repeatedly cracking a man on the back of the skull with a toilet seat. And flushing.

Death by... Chain gun
Level Grand Nixon Island
Any Arnie wannabe can kill a man with a gatling gun... but only The Punisher would do it by jamming his head into the whirling barrels.

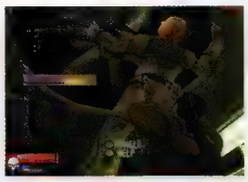
Death by... Rhino
Level Central Zoo
Possibly the most ridiculous – yet savage – kill of the game sees Frank goading a rhino into charging as he holds a thug up against the bars of its cage.

Death by... Steam press
Level Ryker's Island
In the prison laundry, Frank finds a gigantic industrial trouser press. Rather than de-wrinkle his slacks, he decides to jam a man inside and turn up the steam.

Death by... Forklift truck
Level The Igor Baltiysky
You think he's going to do something unpleasant with the forks – but instead, The Punny simply reverses over a goon's ribs until he bursts. Ugh.

Death by... Kitchen devils
Level Gnucci Estate
Frank twirls a knife rack above a quivering thug – the first few knives miss their target, but the last couple go right in his eyes. Mmm, pointy.

Death by... Nails
Level Fisk Industries
After firing off a couple of rounds into the wall next to a mook's head, Frank finally uses the nailgun to mount his target like a hunting trophy.

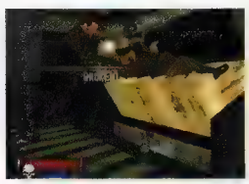


Death by... Ceiling fan
Level Grand Nixon Island
"Go on, see what's wrong with it..." says Frank, hoisting an unfortunate soldier up towards a whirling fan. It's all a bit Indiana Jones And The Temple of Doom.

Death by... Electric eel
Level Central Zoo
We're not entirely sure how electric eels work/conduct electricity, but it's certainly not very nice to dunk someone's head in the water to find out.

Death by... Industrial laser
Level Stark Towers
This is where Goldfinger went wrong – if you want a man cut in half with a laser, you might as well hold the damned thing yourself to make sure he actually dies.

Death by... Incinerator
Level The Funeral Home
Frank shoves a man into the funeral parlour's incinerator and slowly turns up the heat. Squeals – and a smoky barbecue smell – ensue.



Death by... Sausages
Level Meat Packing Plant
Frank puts a man on the sausage press, then threatens to literally make mincemeat of him. We're never eating sausages again.

Death by... Propeller
Level Pier 74
Finding an old plane prop, Frank gets a goon to test the aerodynamics. You can even bounce his face off the blades a few times without killing him.

Death by... Killer shark
Level Pier 74
For our money, this is the game's best kill – teasing a great white shark with a live bit of chum, then watching it jump out of the water and tear him in half.

Death by... Black & Decker
Level Chop Shop
Frank decides to perform a bit of amateur trepanation with a handy drill. We honestly can't think of a more unpleasant way to go than this

Death by... Car crusher
Level Chop Shop
It looks tame here, but wait until you see the full thing – a man folded up like an accordion and then popped like a sack of ham. Awful.

GBH FAQ

Q Why torture people?
A

Q Where's Gary Linker?
A

Q Why haven't you shown the actual deaths?
A

GameAmmo

"Go to any laptop in-game and look at the screen. The Incredible Hulk will appear"

NOVELTY The five best special kills

You don't always get time for a chat before you murder someone so, if you find an orange spot on the floor, you can drag a guard into it to give them an inventive yet time-efficient execution.

Death by... Bear trap
Safety tip: if you're going to keep a bear trap on your wall, for Christ's sake don't leave it primed. Otherwise you're just asking to be lobbed into it, face-first.

Death by... Python
In the midst of a jungle-based murder spree, Frank spots a giant snake minding its own business – and lobs it a free lunch. How thoughtful.

Death by... Electric fence
Looking for a way to disable a nearby electric fence, Frank finds the perfect solution – chuck a man onto it and watch him burst like popcorn. Crispy!

Death by... Elephant
In Ma Gnucci's mansion, a nearby elephant – well, its mounted head – provides Frank with the perfect chance for a bit of tusk-based impalement.

Death by... Grenade
Frank saves time in the funeral parlour by throwing live goons into coffins – then tossing in a grenade afterwards to help them sleep.

IMPROVISED Off-the-cuff kills

Punching If all else fails, a simple fist in the appropriate place often works wonders. Frank favours the face-groin-face pummel for maximum effectiveness.

Choking Choke... gurgle... gasp... Nudge forward on the stick, and Frank simply crushes his target's throat to loosen his tongue a bit. It's what analogue was made for.

Slamming The easiest kill to 'accidentally' get carried away with is when Frank repeatedly slams his victim's head into the floor. Not possible in confined spaces.

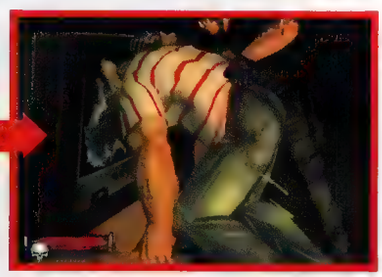
Threatening Ease forward on the stick to jam a gun into your target's eye socket until he blubbers like a baby. Careful, though – it's easy to pull the trigger by 'accident'.

TRICKY The world's hardest man

Impervious to bullets - as well as the various cleavers, pipes, knives, bats and axes left teasingly around Frank's flat – big baddie 'The Russian' takes *three* special kills to finish off.

Bosh When our lovebirds move things into the kitchen, it's best to just keep slamming the Russian's head in the fridge, until he snaps and bowls you through the bathroom door.

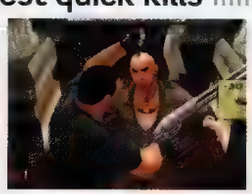
Crash It's hotting up in Frank's war room now. Manoeuvre the big man around until he's next to your bank of computer monitors. Then introduce his face to the glass.



Crunch And finally... it seems almost like sacrilege to do this to such a beautiful widescreen telly, but you can't watch Sky Sports if you're dead.

CASUAL The five best quick kills

Get up close and prod Ⓑ, and Frank will off any goon in a matter of seconds. His choice of violence depends on the kind of heat you're packing.



Weapon Dagger
Frank simply jams a dagger into the top of a man's head and waggles it around until it impales the victim's brain. This one still makes us wince.

Weapon TV set
If you can find a TV – there are some in the crackhouse – you can always smash it onto a man's head in comedy fashion. That's one way to get on telly.

Weapon Knife
Frank's default kill is grabbing hold of the nearest mook and slicing their trachea open. Horrific – but you see it a lot.

Weapon Pistols
When he's armed with a brace of pistols, Frank's preferred method of offing folk is a knife in the head – and then a gunshot in the plums.

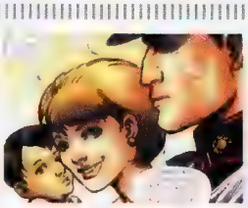
Weapon Twin guns
With twin guns, Frank boots his foes to the floor, then double-blasts them to death, mobster-style, as they desperately try to crawl away.

TRAUMA The five best flashbacks

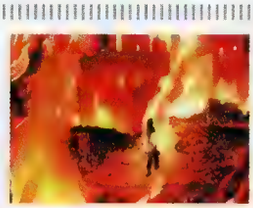
When the goons try to blubber, bribe or threaten their way out of a whacking, they often make things worse by triggering Frank's repressed memories in comic book format.

"I'm just a soldier!"
From Punisher: Born #4
The moment Frank went mental – after shooting and stabbing his way through a platoon of Vietcong single-handed.

"I'm innocent!"
From Punisher Max #1
Not a good thing to say to Frank as it triggers memories of his poor daughter being shot in a New York park. Ouch.



"I've got a family!"
From Punisher: Born #4
So did Frank until they were all killed by criminal scum, causing Frank to go on a retribution rampage.



"You're gonna burn in hell!"
From Punisher: The End
Technically a flash-forward, from an alternate future story where Frank kills the last people alive.

"Have mercy!"
From Punisher Max #6
...but not, say, the sort of mercy shown here: blowing a man's face off with two barrels of buckshot.

ON THE DISC
Check out that Jak X 'Hot Coffee' spoof for yourself

PLAYSTATION SECRETS

Make the craziest jump in GTA: San Andreas

"Then admire the view with the right stick"

The ultimate trip
Getting your modified car to the desert intact is half the battle. When you get there, head towards the dam then continue north to find the jump. You can't miss it.

1 Mod your car

Tune out Visit the Wheel Arch Angels auto shop in San Fierro and make sure you get a 10x nitro boost. You need it to get the necessary speed to clear the jump. Sure, you *could* use a PCJ motorcycle, but a fully kitted-out car is much faster.

2 Build up speed

Leap of faith Drive into the desert, and position your car on the mountain top. Tear up the wooden path, and hit the nitro button three-quarters of the way along. You'll fly off the edge and the stunt camera will kick in.

3 Take the jump

Fall guy Leap from the car halfway across the canyon and deploy your parachute. Your car will land undamaged on the rocky outcrop ahead, if you're lucky. Meanwhile, para-drift towards dry land then admire the view around you with the right analogue stick.

PlayStation's best kept secrets uncovered

'Hot Coffee' › San Andreas › Hidden Mode

Check Google for details on how to unlock the depraved filth with an Action Replay cheat disc.

If you do everything correctly, you should be able to make the sex with any of CJ's girlfriends.

Use your sense of rhythm to pleasure your missus. You win the game when she's satisfied.

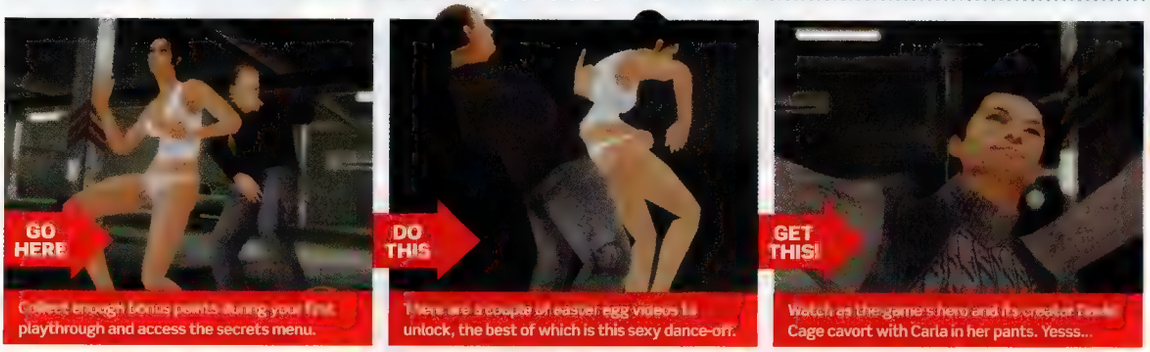
Alternative 'Hot Coffee' › Jak X › Secret Video

Finish the game and collect 100,000 (!) gold to get Daxter's porny parody, 'Hot Coffee'.

He makes an animal lunge for the 'chest' of his 'girlfriend', and children gasp worldwide...

But it's no Bill Clinton. He's just reaching for a mug of... wait for it... Hot Coffee! Eat that, *GTA*.

Sensual dance off › Fahrenheit › Unlockable



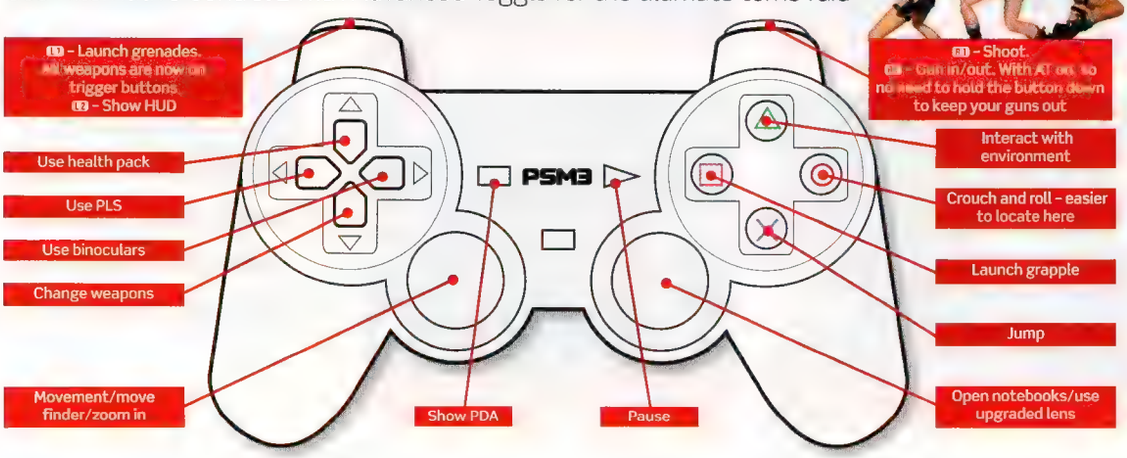
Collect enough bonus points during your first playthrough and access the secrets menu.

There are a couple of easter egg videos to unlock, the best of which is this sexy dance-off.

Watch as the game's hero and its creator Lewis Cage cavort with Carla in her pants. Yesss...

Tomb Raider Legend Top Config

Use Alternative Control 1 with Advanced Toggle for the ultimate tomb raid


L1 – Launch grenades. All weapons are now on trigger buttons
L2 – Show HUD
Use health pack
Use PLS
Use binoculars
Change weapons
Movement/move finder/zoom in
Show PDA
Pause
R1 – Shoot.
R2 – Gun in/out. With AT on, no need to hold the button down to keep your guns out
Interact with environment
Crouch and roll – easier to locate here
Launch grapple
Jump
Open notebooks/use upgraded lens

The Top 5 Cheats you *must* know

1 Grand Theft Auto: Liberty City Stories

Restore health

While playing, press L1, R1, ⊗, L1, R1, ◻, L1, R1 to restore your health bar to its maximum level.

2 Hitman: Blood Money

Infinite saves

While saving during a mission in Normal or Expert mode, jabbing start before the 'Save Complete' message appears means that this save won't count towards your save game limit.

3 Tomb Raider Legend

Bulletproof Lara

In Time Trial mode, successfully complete England with a time of less than 27:00. Then while playing, hold L1 and press ⊗, R1, △, R1, ◻, L2 to become impervious to enemy bullets.

The Godfather

4 Full health

While playing, pause the game and press ←, ◻, →, ◎, →, L3 (that's click down the stick) to gain full health.

5 Urban Chaos: Riot Response

Unlock all levels

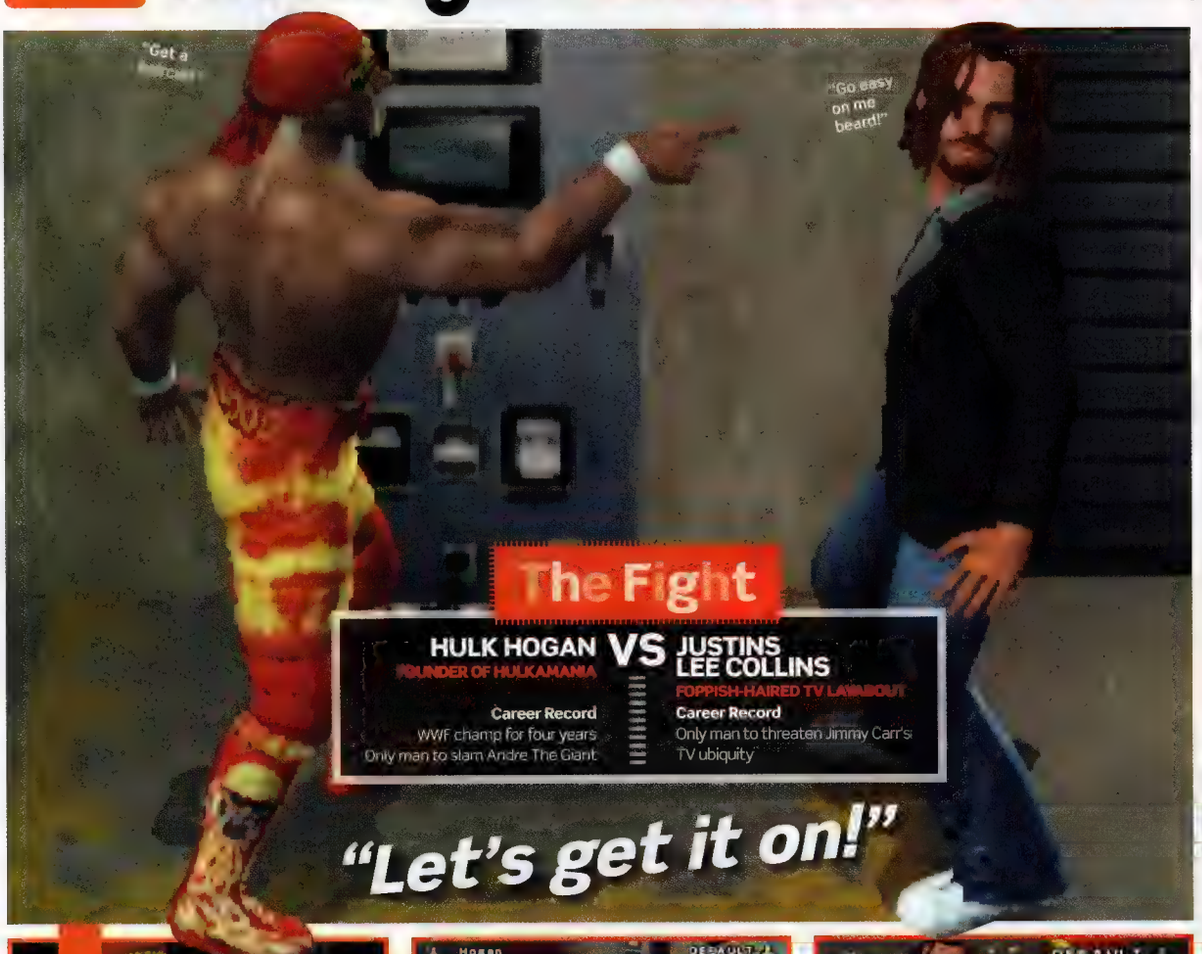
At the main menu, press ↑, ↑, ↓, ↓, ◎, ↓, ↑, ◎ to unlock the Cheats menu. Then enter the password 'KEYTOTHECITY' to open up all levels and emergencies.

ON THE DISC
Find out how to make more creations on the disc

PLAYSTATION FACE-OFF

Give Justin Lee Colins a good kicking in Smackdown

Joel Snape



The Fight

HULK HOGAN — FOUNDER OF HULKAMANIA
Career Record
WWF champ for four years
Only man to slam Andre The Giant

VS

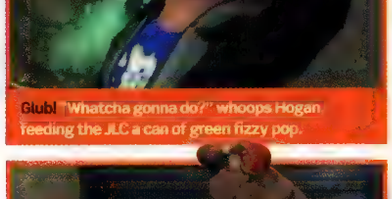
JUSTINS LEE COLLINS — FOPPISH-HAIRED TV LAYABOUT
Career Record
Only man to threaten Jimmy Carr's TV ubiquity

"Let's get it on!"

Glub! "Whatcha gonna do?" whoops Hogan, feeding the JLC a can of green fizzy pop.

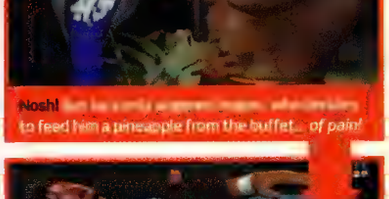
Pfft! [illegible] Hogan and soaking the Hulk's trademark 'tache.

Nosh! [illegible] to feed him a pineapple from the buffet... of pain!



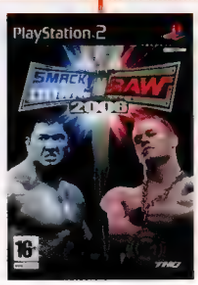
Arooga! One leg drop later, and JLC's going to be reuniting novelty '80s acts... from an ambulance!

Clod! ...forgetting that in Hulk's world, there's no such thing as civilians – only weapons.



Whoah! As the popstar-bothering presenter lies prone, an idiotic onlooker tries to intervene.

USE SMACKDOWN 2006



Go to Create A Wrestler mode

Editing Tip Input items in order given as some effects rely on layer stacking

MAKE JUSTIN!

Morphing Menu	
Head	(0, 100, 0, 100, 0)
Eyebrows	(0, 77, 44, 41, 0)
Eyes	(36, 28, 31, 0)
Nose	(-37, 0, 100, 6, 89, 0, 0, 0)
Cheek	(-66, 10, 94, -92, 0, 14, 23, -88)
Mouth	(-66, 10, 94, -92, 0, -14, -23)
Jaw	(-66, 10, 94, -92, 0, 14, 23)
Age	20
Morphing Continued Menus	
Hair	32/91 (92, 50, 38)
Eyes	2/91 (92, 50, 38)
Eyebrows	13/91 (92, 50, 38)
Facial Hair	Goatee 13/91 (92, 50, 380) Moustache 13/91 (92, 50, 380)
Lips	13/91 (92, 50, 38)
Face skin	1/8
Eyelids	13/91 (92, 50, 38)
Body Menu	
Body Type	Ripped/Thick +25
Height	5'9"
Outfit Menu	
Legs	Pants 3/22 (41, 23, 38, 0)
Torso	Clothes T-Shirts 2/101 (43, 0, 20) Clothes Jackets Jacket 2/38 (43, 0, 20) Logo 54 (biggest horizontal/vertical scaling)
Feet Menu	
Shoes	36/46 (43, 0, 45)
Biography	
Name	Justin Lee Collins
Nickname	The JLC
Signs	Have A Nice Day
Announcer Name	The Freak

Example Hair 12/91 (0,0,10) means use Hair 12 of the choice of 91 (leave first two values as normal, change length to 10. Leave items without values as default

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TO ORDER FROM IRELAND: TXT [illegible] (SPACE) [illegible] TO 57856 EG: IB4 254416 TO 57[illegible]

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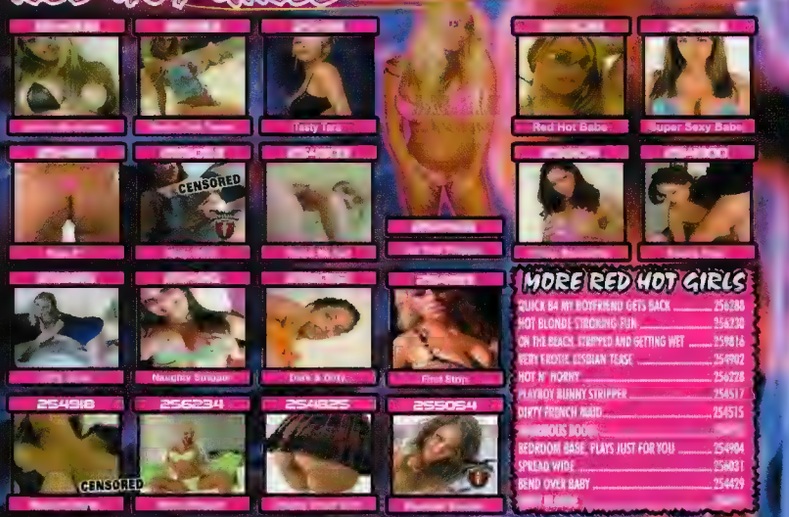
[illegible] GOBBLER	[illegible]
[illegible] HER KNEES OPEN [illegible]	[illegible]
[illegible] DEEP IMPACT	[illegible]
[illegible] DOES LIKE THE [illegible]	[illegible]
[illegible] OUTDOOR LOVER	[illegible]
1ST TIME FROM MY BOSS	256384
FROM BEHIND & LOVIN IT	256413
DEEP THROAT	[illegible]
NAUGHTY TEAS[illegible]	[illegible]
HOME ACTION	[illegible]
SUPPY LICKER	[illegible]
NAUGHTY [illegible]	[illegible]
BANG BANG	[illegible]
1 GIRL 4 GUYS	[illegible]
DOUBLE ACTION	[illegible]
MISTRESS GETS IT	[illegible]
ALL HOLES PLUMBED	[illegible]
SHOWERED IN IT	[illegible]
DOUBLE ENTRY	[illegible]
RUNG LIKE A RHINO	[illegible]
FILTHY FOURSOME [illegible]	[illegible]
BUSTY X2 ENTRY	[illegible]
OUTDOOR FROLICS	255226
[illegible] 3 AT A TIME	[illegible]
[illegible]	[illegible]
LOVE TO BJ	255229

Official Adult one night in paris vids

RED HOT GIRLS



more red hot girls

QUICK B4 MY BOYFRIEND GETS BACK	256288
HOT BLONDE STROKING FUN	256230
ON THE BEACH, STRIPPED AND GETTING WET	259816
VERY EROTIC LESBIAN TEASE	254902
HOT N' HORNY	256228
PLAYBOY BUNNY STRIPPER	254517
DIRTY FRENCH MAID	254515
[illegible] BOOB	[illegible]
BEDROOM BABE, PLAYS JUST FOR YOU	254904
SPREAD WIDE	256231
BEND OVER BABY	254429
[illegible]	[illegible]

GAMES

256804	254812	256497	254643
Public Kama	Leisure Suit Larry	Wet T-Shirt Contest	Kamasutra Sexplosion
254580	254636	254591	254583
South Park	Stargate SG-1	Beach Voyeur	The Fast & The Furious
256480	254570	254565	254639
Kamasutra Special	Platoon	Midtown Madness 3	Total Overdose

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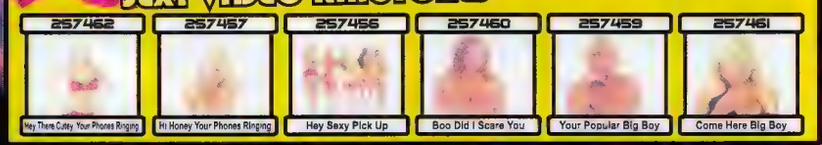

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	TRUE	FULL MP3	POLY
HIPS DON'T LIE	257856	257968	251678
MANEATER	257846	257851	251673
BUTTONS	257950	257965	251708
I WISH I WAS A PUNK ROCKER	257603	257608	251661
SEXY LOVE	253061	253069	251713
MONSTER	257869	257880	251687
SHE MOVES IN HER OWN WAY	257951	257966	251709
MAS QUE NADA	257878	257889	251696
SUPERMASSIVE BLACK HOLE	257947	257962	251705

REAL SOUNDS

	REAL
LET'S TALK ABOUT MASTURBATION	258021
CLINT - DO YOU FEEL LUCKY PUNK?	258015
FERRIS BUELLER - LIFE MOVES FAST SPEECH	258017
THE GREATEST FEMALE ORGASM EVER!!	258031
ITALIAN JOB - BLOW THE BLOODY DOORS OFF	258040
BO SELECTA MICHAEL JACKSON - SHAAMONE	258047
PULP FICTION - PATH OF THE RIGHTEOUS	258051
FORMULA 1 CARS	258053
DONALD DUCK GETTING A BJ (HILARIOUS)	258056
POLICE SIREN	258065
MONKEY GOING NUTS	258080
CAR ALARM	258094
CAR HORN	258095
CAR WHEELSPINS	258096
HOUSTON WE HAVE A PROBLEM	258109
CHOPPER MOTOCYCLE - VERY THROATY	258117
POLICE - 'COME OUT WITH YOUR HANDS UP'	258118
FULL METAL JACKET - 'YOU'RE SO UGLY'	258124
DUKES OF HAZZARD - GENERAL LEE	258135
THE ATEAM INTRO	257169
LONDON UNDERGROUND	257174
CATCHPHRASE	257175
SOUTHPARK - SUCK ON MY BALLS	257176
PULP FICTION - WHATS FONZI LIKE	257879
ALIENS - GAME OVER MAN	257921
HAPPY GILMORE - GO HOME BALL	257923
SCARFACE - SAY HELLO TO MY LITTLE FRIEND	257924
THE SHINING - HERES JOHNNY!	257925

MOAN TONES

	REAL
OOH IT'S SOOO GOOD	258149
YOU LIKE THAT ASS BABY?	258150
OH YEAH F*** THAT P***Y	258151
MAKE THIS P***Y CLIMAX... MULTIPLES??	258153
DON'T STOP!!	258154
OH F*** ME!!	258155
HERE ME CLIMAX!!	258156
F*** ME, MAKE ME CLIMAX!!	258157
GET YOUR F***ING C*** IN MY P***Y	258158
CLIMAX BIG BABY!!	258159
OH F***!! YEAH!!	258160
SUCK THAT LITTLE P***Y	258161
OH MY GOD, SOOO GOOD!!	258162

WARNING TONES

	REAL
A**HOLE ALERT	257178
BULLSH**TER ALERT	257181
BUNNY BOILER ALERT	257182
DICKHEAD ALERT	257184
FATBOY ALERT	257186
GINGER ALERT	257187
NUTTER ALERT	257192
SLAPPER ALERT	257193
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ON THE DISC
Love *PES5*? Then check out our brand new *PES6* shots
Extra/Screens

Shooting just wide of the goal with PES Online

Nathan Irvine

Pub Konami
Dev KCEJ
FYI PS2 | 2005 | PSM68 93%
As you know, we love *PES*. However, one element that always gets over-looked is the online mode – mainly because when we're reviewing the first code there's no-one to play against! That's why we wanted to re-review it in our new online pages. Here's how it shapes up.

Online football doesn't edge our nets. In fact, it's as limp as a linesman's flag next to the celebrated single and multi-player, multi-pad modes. The unpalatable truth is that *Pro Evo 5* is sadly limited online. You can team up with a mate or take on all-comers on your own-some, but that's it. There's no 32-player World Cup mode. There's no huge Master League. It's all straight up one-on-one, two-on-one or two-on-two stuff – like playing your mates at home, basically, except the annoying slowdown and empty space on the sofa remind you that you're not up against someone in the same room.

Granted, Konami have tried to make the online experience compelling by logging the results of matches and awarding you points – now you can see where you rank among the world's greatest *PES* players. It's a good idea in theory, but it's hard to get excited about being number 24,311st in the world. Making real headway is no easy matter and you've got to log thousands of games to really climb the divisions.

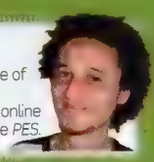
Filthy lag

But slowdown is the biggest problem. The usually super-smooth *PES* drops frames like a butter-fingered optician as it strains to keep two players locked in combat over the interweb. A split-second touch of slowdown is often followed by a blink-and-you'll-miss-it catch-up jerk. It's not a problem when you're looking to place that lofted long ball, but when the spasm strikes as you're tricking your way into your opponent's penalty box, it's a real pad-flinger. Oddly, the first half is fine if you're hosting the game, but lag comes out to play after the interval – and vice-versa if you're joining a match.

Then there's the human factor. Too many losers disconnect when 4-0 down to avoid a loss, or wait for you to choose West Brom and then pick Brazil.

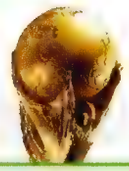
To be fair, we've met plenty of decent people online too and if your mates are AWOL, then online *PES* will fulfil your needs. But only just.

ONLINE VERDICT



Lots of players? There's no shortage of opponents ready to take you on.
Buy it just for online? No way. The online mode is OK, but not as good as offline *PES*.

"Brazil are a popular choice, but England set up in a 4-4-2 diamond are stronger"



GAMEPLAY Defining moment

Everybody loves to score goals, so it's no wonder that the greatest moments playing *PES5* online are when you burst the net with an absolute peach of a strike. You can even trash talk your opponent afterwards. Sweet.

[illegible]
You can input your own comments to use later on during matches (press ⓡ2). Whether you choose to fill it with naughty swears and insults is your call.

[illegible]
The sight of your player peeling away in sheer delight is the only thing your opponent gets to see for an agonising ten seconds. Ha ha ha.

Your fave team
It's excellent to see the team you support stomping all over Europe's finest.

FEATURES The fan base

PES5 fans have got around the feeble lack of online competition modes by forming their own community websites. These are the best places to meet opponents and play in structured tournaments, with proper league tables that give your online matches a purpose.

1 Pesfan.com

This site started life as an unofficial fan page, but Konami soon cottoned on to its mass following and now officially endorse it. This is the place to be for upcoming events, banter with like-minded players and (whisper it) the chance to influence next instalments of *PES* – producer, Seabass, is rumoured to sometimes check the forums for ideas. Basically, if you're into *PES* then you should stop by just to check out what you're missing.

2 Pesrankings.com

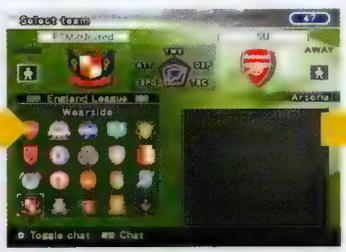
PES Rankings is now the official home of the *PES* National League. Register your profile in this Myspace-style community and then play in set competitions to earn points. Attend the official tournaments (organised by Konami) and you can double your points and climb the UK's Premier League. Mind you, most of the competitions are played in big cities, so if you're based in the Shetlands you're bang out of luck. Still, if you're a competition fiend, this is for you.

3 [illegible].org

The British *Pro Evolution* Guild is the offline community that meet up for organised tournaments in local cyber cafes. Visiting their site enables you to see where and when the competitions are on, and the good news is, you can just turn up and play for some great prizes. So if you prefer to take on different people face-to-face – and avoid that horrible lag – then go and get yourself registered on the site and pop down to one of their events.

TOP TIP Hints for winning online

To gain complete control over the match settings – such as half length and condition, you should host a game rather than join one.



Some opponents will wait for you to choose your beloved Sunderland before plumping for Brazil. So let them select their team first.

Use a less risky, defensive 4-5-1 in your laggy half. Then switch to an attacking 4-3-3 in your glitch-free half to grab the goals.

Online Highlights

We take on jamesybhoy. He picks our beloved Man Yoo. Curses. We choose Chelsea – they play similarly.

Uh oh, jamesybhoy hits back with a Ronaldo header – and Robben has just limped off injured. Damn it.

Lampard immediately sends us into a 1-0 lead with an absolute peach. "Welcome to Goal country," indeed.

Argh, the frame rate's gone mental. But we manage to hold on until extra time, when Drogba pops up for a winner.

We win 2-1 and deservedly so. It was a fairly tough game, mind. Thanks for coming jamesybhoy. "Champion-ees!"

Harshest insult

Trash talk from cyberspace

"Ha ha your mother sucks [insert anatomy part here]"

MrSpLiFfS69

Community service

What kind of players do you meet?

PES5 boasts the largest online community on PS2. English, Dutch and many more nationalities meet up in the match lobbies and they're all fairly friendly, offering text-based banter between games. You do get the odd degenerate who'll insult all and sundry, but you're more likely to make friends than sociopathic enemies.

Newbie server Try the Free Lobbies. Look for your opponent's win percentage in the match lobby (versus games played) to check if you're evenly matched.

Expert server Division 1 is the Premier League of *PES*.

World champion

Name DROGBA **Games** 4389
Total Points 85,918

Current *PES* champ DROGBA turns out not to be the simulation specialist from Chelsea, but some geezer who's devoted an awful lot of spare time to become the top *PES* dog. Go, Drogs.

ON THE DISC
Check out our original review of Manhunt from issue 43

PLAYSTATION CLASSIC

Why Manhunt isn't just for sickos

Joel Snape

Pub RockStar
Dev Rockstar
FYI PS2 | 2003 | PSM43 91%
Psychopath murders innocents for snuff movie pleasure in this controversial action-adventure.

The train yard's almost deserted. The only things moving are five policemen on the lookout for a lone fugitive, sweeping torches through the gloom as they listen for movement. "This guy's probably a paedophile," mutters one, trying to provoke a reaction. Nothing. The policemen relax slightly. Guns are lowered. "Typical," says another cop, pausing by the shadow of an old freight container, "Looks like I don't get to see my kids again toni..." Before he can finish the sentence, a man stalks out of the shadows, wrenches his head back and stabs him through both eye sockets with a shard of broken glass. That man – the star of the game, Cash – is you.

With scenes like this about every ten minutes, it isn't surprising that *Manhunt* got the wrong sort of attention on release. From its ultra-dark premise (death-row convicts are being forced to take part in snuff films) to its final boss (a shuffling pigman in a giant nappy) *Manhunt* gleefully out-nasties every other 'adult' game on PS2. Where other games might drape a tasteful 'Mission Failed' over stealth sections featuring a hostage situation, *Manhunt* shows you members of your family getting shot, point-blank, in the face. Where other games feature villains that (gasp!) swear, *Manhunt* has Brian Cox grunting, moaning, and generally implying that he's enjoying a quick burst of five-against-one at the height of the butchery. Where other games might let you employ a stealthy neck-snap, *Manhunt* serves up more than forty excrutiatingly-animated murders, from plastic-bag suffocations to a cleaver up the arse or a scythe in the throat. It's not for everyone.

EMAIL PSM3 @
What do you think of *Manhunt*? Let us know.
psm3@futurenet.co.uk

Ban this sick filth

The problem with this, though, is it's very easy to file *Manhunt* under 'deliberately unpleasant' without considering the beautiful game design underneath the sado-grumble. People complained that the you're-

The defining moment...

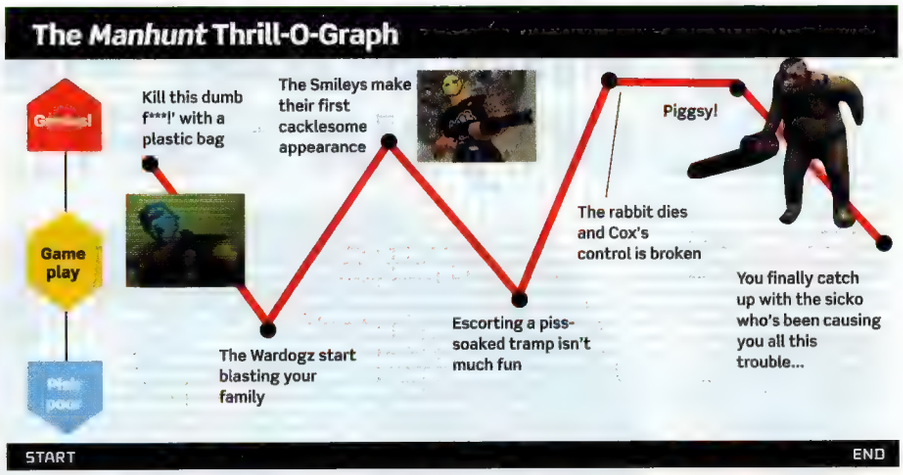
"When I catch you I'm gonn... MMFFPH!"

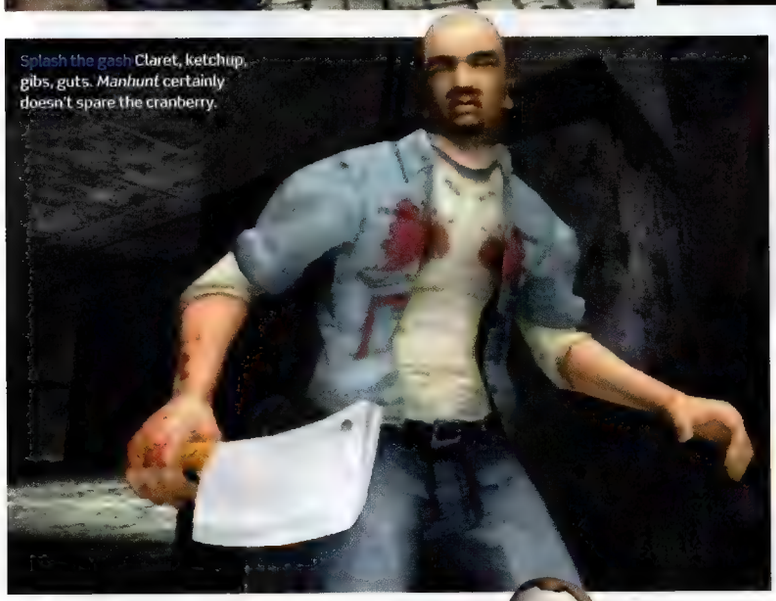
A wild stab in the dark
It's so subtle you won't notice it at first, but, since the game knows when you're about to kill someone (Cash's arm raises when he's close enough for the kill), it invariably makes your victim begin speaking just before you stab him for 'comic' effect. "When I catch you I'm gonn... MMFFPH!"

"I know you're in here. And I'm gonna cut you from ear to... GRRMMP!"

"Finish levels 13 to 15 with three stars plus for the Monkey See, Monkey Die minigame"

The *Manhunt* Thrill-O-Graph

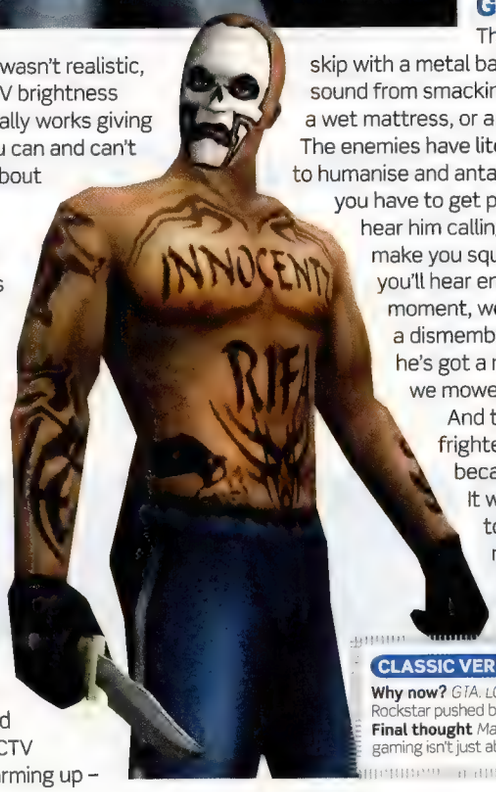

Game play
Kill this dumb f***!' with a plastic bag
The Smileys make their first cacklesome appearance
Piggsy!
The rabbit dies and Cox's control is broken
You finally catch up with the sicko who's been causing you all this trouble...
The Wardogz start blasting your family
Escorting a piss-soaked tramp isn't much fun
START
END



Splash the gash Claret, ketchup, gibs, guts. *Manhunt* certainly doesn't spare the cranberry.

invisible-in-the-shadows system wasn't realistic, without bothering to turn their TV brightness down, or considering that it actually works giving clearly defined limits to what you can and can't get away with. People moaned about the enemies being stupid, not realising that the elite troops in the second half of the game are much brighter than the dumbass white supremacists from the early stages.

Worst of all, most people – including a lot of 'journalists' – moaned that *Manhunt* was simply skulk-'n'-slash throughout, without bothering to play past the fourth level. In reality, Cash gradually turns the tables on Cox, starting out with plastic bags and meat cleavers but graduating to chainsaws and machine guns as his priorities shift from survival to revenge. At the point when the 'game' is over and Cash escapes the gaze of the CCTV cameras, things are only just warming up – as Cox realises that he's become the hunted, you're forced to refine your skills to compensate. *Manhunt*'s structured more like a three-act film than a traditional game, right down to the final-reel reveal. It's a lesson that other developers need to learn.



Gonna make you squeal

Then there's the atmosphere. Hitting a skip with a metal bat makes a completely different sound from smacking it with a wooden one, and bashing a wet mattress, or a wall, makes a different sound again. The enemies have literally hundreds of lines, all designed to humanise and antagonise. It's one thing to know that you have to get past a man to escape – it's another to hear him calling you a [deleted] and promising to make you squeal. When you have the upperhand, you'll hear enemies lose their cool. Like the moment, we heard an elite Cerebus unit finding a dismembered comrade and whimpering "Now he's got a machine gun!"... a split second before we mowed them down.

And that's the thing: *Manhunt* isn't so frightening, cathartic or shocking just because of the level of brutality on offer. It works because of the same attention to detail and knowledge of what makes games *work* that Rockstar bring to all of their games. However controversial they are.

CLASSIC VERDICT

Why now? *GTA: LCS* makes us long for the days when Rockstar pushed boundaries with every game.
Final thought *Manhunt* shows that real 'adult' gaming isn't just about blood and bodies.

The Top 5

Little known *Manhunt* facts

1 The scandal didn't stop a commercial flop
After all the controversy, *Manhunt* only made No. 7 in the charts and sequel plans were cancelled.

2 Starring Brian Cox
The sinister Director, whose fork-tongued voice taunts you throughout, was played by Brian Cox who (co-incidentally?) played Hannibal Lecter in the movie Manhunt.

3 Ban this filth!
Manhunt was sold in Australia for nearly a year, until media uproar convinced the censors to withdraw its classification.

4 The features that didn't make it
Gangs known as the Lost, the Clowns and the Jury, as well as bossmen Scarecrow and Binbag, didn't make the final cut.

5 Collectibles
Top eBay find – a Piggsy figurine with removable nappy and tiny winky.

ON THE DISC
Read the full Homebrew FAQ and Essential Homebrew list

PLAYSTATION HOMEBREW

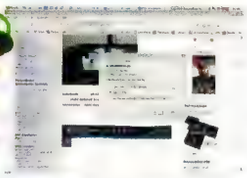
Play Super Mario World on your PSP!

Luke Albiges

Firmware Version 2.6
Emulator Snes9x
FYI SNES platformer | 1990
Apps Snes9x emulator *Super Mario World* ROM file, eLoader v0.97 ("Bock" Edition)
Also need *GTA: Liberty City Stories* UMD, PC or Mac, USB-to-mini USB cable, Memory Stick with at least 2Mb free space
Web http://forums.qj.net/showthread.php?t=13796
Skill level Easy

EMULATION Do it like this

Take your PSP to retro heaven by playing SNES classic, *Super Mario World*, using the Snes9x emulator. This vintage Ninty platformer works on firmware version 2.6 using the *Grand Theft Auto: Liberty City Stories* workaround, and only takes about 20 minutes to set up.



Step 1 Download the Snes9x emulator to your PC or Mac. The version we'll be using is Snes9x v0.02y32, which can be obtained from pspupdates.com by following this link: http://files.pspupdates.com/cgi-bin/cfiles.cgi?0,0,0,0,4,1093.

Google
UK
Web Images Groups News Froogle more »
mario world snes rom download
Google Search I'm Feeling Lucky
Search the web pages from the UK

Step 2 The *Super Mario World* ROM file is required. A search like 'mario world snes rom download' could pay-off, but bear in mind that keeping the file is illegal copyright theft. The file should have the extension .smc which is the format recognised by all SNES emulators.

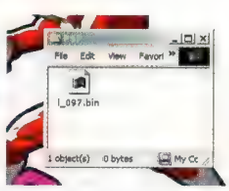
Step 3 Now you need the program that uses *GTA: Liberty City Stories* as a gateway into the world of homebrew. Get eLoader v0.97 ("Bock" Edition) by Fanjita from http://fanjita.org (click the 'eBoot Loader' link on the left and scroll down to find it).

Step 4 There are two options here: the executable will automatically extract all the files to the right location on your PSP memory stick, while the zip file requires you to place the files yourself. PC heads should opt for the executable, while Mac lads must do it manually.

Step 5 Now it's time to get all those files (Snes9x, the ROM file and the eLoader) onto your PSP and in the right places. Sling a USB cable between your PSP and PC (or Mac) and switch your PSP into USB mode (go to Settings in the interface, hit USB connection).

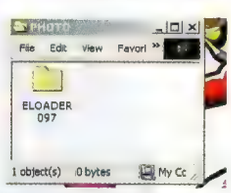
Step 6 Your computer talks to PSP via the memory stick. The stick should now be visible on your computer screen as a USB drive icon, and this is where you drag and drop the files. Steps 8-12 will be handled automatically by the PC executable version of the eLoader.

Step 7 Dive into the memory stick icon on your computer screen. Go into the PSP folder and then the GAME folder. Make a new folder called SNES9X and drop in the EBOOT.PBP file from the Snes9x zip and chuck the ROM file in here too. That's the emulator sorted.



Step 8 Go back to the start of the memory stick icon (or its root directory, PC fans). Place the 1_097.bin file from the eLoader zip file in here. Put it alongside the PSP and MP_ROOT folders, but not in 'em.

Step 9 You'll notice that the eLoader zip file holds its files in a strict hierarchy of folders. This structure needs to be maintained – at all costs. Open the PSP folder in the memory stick icon and drag over the ELOADER folder from the eLoader zip file.



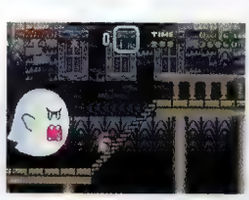
Step 10 Open the PHOTO folder in the zip file and the PHOTO folder in your PSP folder (inside the memory stick). Drag the folder called ELOADER 097 into the PHOTO folder in your PSP. That's it, baby. We're cooking now.

Step 11 The eloader works by using an altered save file for GTA in slot 5. If you've already got a save in that slot then go back into the PSP folder and into SAVEDATA. Backup your save (the folder ULES00151S5) by dragging it onto your computer's hard drive.

Step 12 Now drag the three folders from the SAVEDATA folder in the eLoader zip file into your PSP's equivalent SAVEDATA folder, accepting any overwrites. Humming a little tune normally helps at this point.

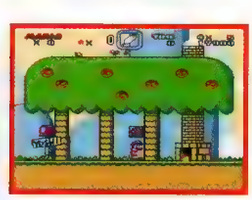
Step 13 Nearly there. Disconnect your PSP from the computer (right click on the memory stick icon to eject it from the computer first), chuck your *GTA: Liberty City Stories* UMD in the PSP and load it up. Cross all available fingers.

Step 14 Once *GTA* starts, load save file 5 (notable due to its odd logo) and the loader should spring to life, if everything goes to plan. Now select Snes9x and the emulator should start. It can be temperamental and might take several goes, but persist and it should work.



Step 15 If the game runs a bit slowly, you can crank it up by adjusting the settings of the emulator. Either increase the speed of the processor (done at your own risk and doesn't work with all games) or turn Auto Frameskip off and adjust Frameskip in the emulator.

Step 16 With the eloader in place, you can install further compatible programs, just like the emulator in step 1. New progs should be selectable through the loader. Bear in mind that homebrew is hit and miss by its very nature, but persistence usually pays off.

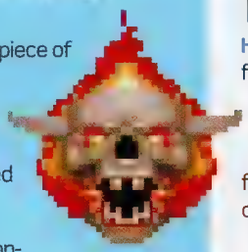


Success! We're all done. Hopefully you're now happily playing *Super Mario World* on your PSP. If you're still having problems, take a butchers at the comprehensive homebrew FAQ at http://forums.qj.net/showthread.php?t=13796.

Homebrew FAQ

Enlightenment in a pity

Q What is 'homebrew'?
A Homebrew refers to any piece of PSP software that is unsanctioned by Sony. These unofficial programs are usually downloaded from dedicated websites and include emulators to play retro games, indy games, and non-game software applications.



Q How do I find homebrew?
A Here's a few sites (among many) to get you started: hackaday.com, hackmypsp.com, pspupdates.com and fanjita.org

Q How do I run homebrew?
A See left or check out: http://forums.qj.net/showthread.php?t=13796

Q Are there any compatibility issues?
A You betcha. Homebrew compatibility depends on which PSP firmware you're running. Sony release firmware updates to disable homebrew, while hackers race to crack Sony's latest code. It's an eternal struggle and the goalposts are shifting all the time. Currently, you can only run homebrew on firmware 2.7 with a modchip. So you'll need firmware 2.6 or lower until 2.7 is hacked.

Q How do I check my firmware version?
A Start up with no UMD in the drive. Go to 'Settings', then 'System Settings' then 'System Information' to find your firmware version.

Q Can I downgrade my firmware?
A Downgraders rollback firmware to an earlier version while firmware loaders make PSPs think they're running a later version than is actually the case. These don't work on version 2.7 yet.

Q Can I rip UMD games to my memory stick?
A Hackers have found a way, but it's copyright theft, illegal and not recommended.

Q What's 'bricking'?
A Bricking is frying your PSP with a dodgy bit of code. Stay safe by using known sites, reading user comments, and being paranoid. Most homebrew is fine, but accidents can happen.

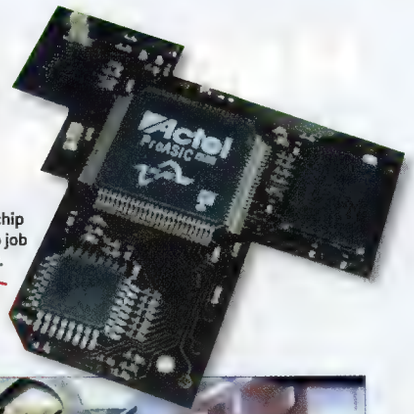
CAUTION! CAUTION!
Everything has been tried and tested but PSM3 can take no responsibility for PSPs damaged through the use of homebrew.

MODDING

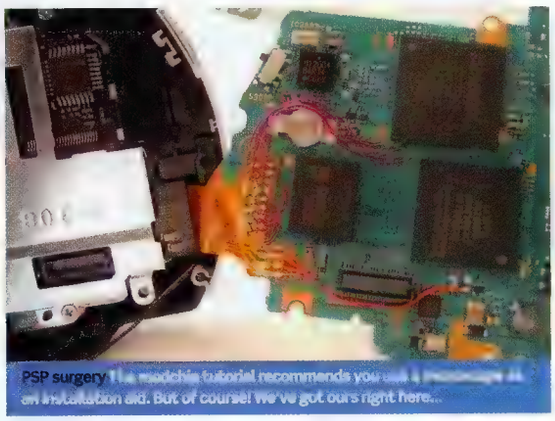
Hackers release the first PSP modchip

Homebrewers can celebrate firmware freedom as the first PSP modchip reportedly runs multiple firmware versions simultaneously and represents the first hack of the previously undefeated 2.7 firmware. Makers Undiluted Platinum further claim the chip's onboard flash feature can resurrect bricked PSPs and runs both commercial and homebrew games from Memory Stick.

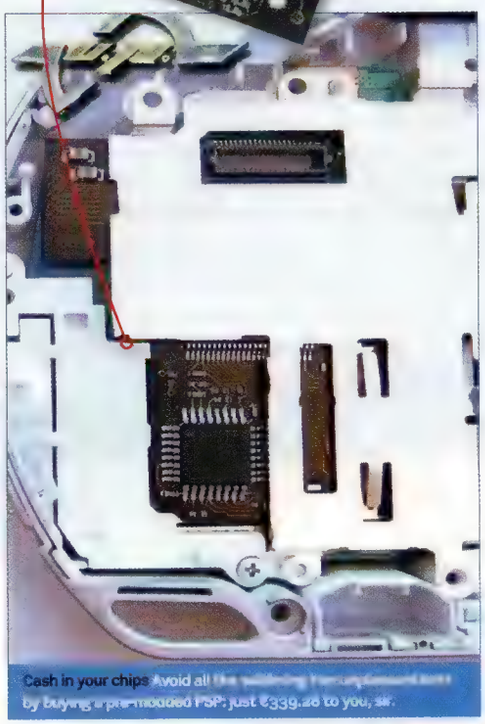
The big question is whether Sony can neutralize the chip with forthcoming firmware updates, especially as this is the first time a system that is regularly upgraded has been chipped. The chip is expensive (currently just under $100) and is no simple soldering job like some other console mods. Fry your mind with the tutorial here: http://snipurl.com/t5z9. We wouldn't even attempt this job unless you're (a) a skilled electrician or (b) very rich with an unlimited supply of PSPs to ruin. Either way, watch out for our modchip test in a future issue.



Soldering the chip into a PSP is no job for an amateur.



PSP surgery The modchip tutorial recommends you use a microscope as an installation aid. But of course! We've got ours right here...



Cash in your chips Avoid all the soldering hassle and save some by buying a pre-modded PSP: just £339.26 to you, sir.

UPDATES

Firmware v2.71 a red herring

Homebrewers blow a big fat one at v2.71: no games require it yet and the only benefits are slight improvements to demo downloads and the LocationFree player. There's no reason to go upgrading just yet, especially when all bar 2.7 users can now run homebrew. Even the Japanese 2.71 (featuring the first part of Sony's on-demand video service) isn't worth it.

Web yourpsp.com

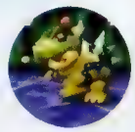
Wi-Fi Wobbery

ColleTic is the indy game that'll have you up trees and pressing your PSP against people's windows trying to 'collect' their Wi-Fi connections. You're up against the clock and score for every access point you capture. Downloable soon.

Web pixelsix.org/collectic

Trespasser's charter The stronger the signal the higher you score. So get close.

New N64 emulator on the way



Great news for Ninty fans as the UltraHLE N64 emulator is coming to PSP. The makers claim it's already running classics like *Super Mario 64* and *Zelda: Ocarina Of Time* at full speed, while each title will be fully optimised for use with its own individual emulator. Watch this space for site details.

Link from *Zelda*. Good for your elf?

Man rocks festival with plastic guitar

PLAYSTATION NATION

Gamers rock. Hard. Armed with *Guitar Hero* on PS2, a TV monitor and a plastic guitar worth £60, lucky festival goers at the Donington Download festival were invited to hold their own – live – against rock legends such as Trivium, Guns 'N' Roses and Metallica. "The crowd were shouting, screaming and singing along," recalls Phil Davies, who played the Red Hot Chili Peppers' Higher Ground with friend Manny Brown in front of more than 2,000 people on the Gibson stage. "When we posed back-to-back for the finale, they went nuts!" reveals Phil. "It's amazing how a few popular songs could gather all those people to watch you play a computer game." Playing on the fiendish Hard level (but not, perhaps sensibly, on the insane Expert mode), Phil scored 94%, and Manny 96%, barely missing a note. "It was the greatest experience of my life," says Phil, "I think we're going to get tattooed so we can commemorate the occasion."

To see Phil rock out, visit youtube.com/watch?v=ue7Xq-zWXiA. And head to guitarherogame.com to see how to get your band's songs in *Guitar Hero 2*.

One man with a plastic guitar...

A crowd of 2,000 people...

...and a PS2 game

"It was the single greatest experience of my life"

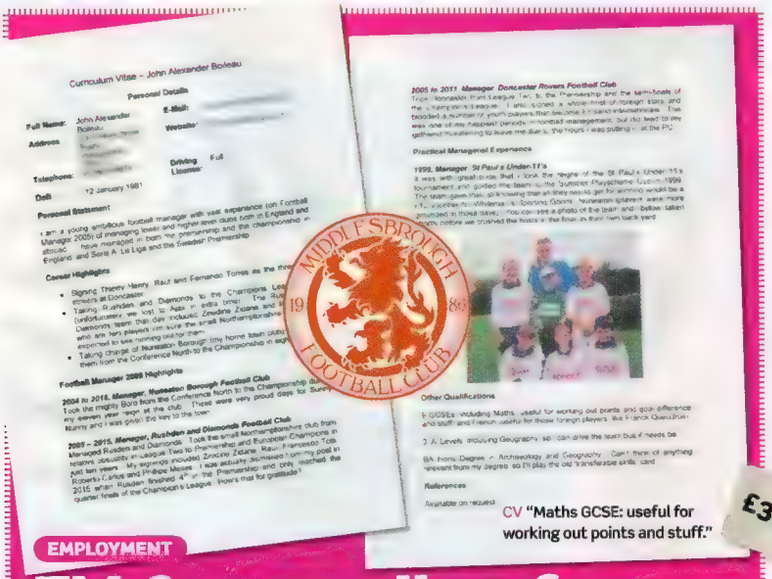
GameAmmo

"The US synchronised swimming team used *FFVIII* music at the 2004 Olympics"

EMPLOYMENT

FM fan applies for job at real club...

...and gets politely told to piss off. John Boleau – there's only one John Boleau! You might not know the name, but that would have been the terrace chant across the UK if one chubby Football Manager fan had his way. John applied for the then-vacant manager's position at Middlesbrough FC, unemployingly citing his vast experience on *Football Manager*. The application letter referenced his spells at Nuneaton, Orient and Chelsea, with CV highlights including "signing Thierry Henry, Raul and Fernando Torres as the three main strikers at Doncaster", plus a "happy" spell at Doncaster Rovers, ruined by his girlfriend threatening to leave him for spending too much time with the game. We don't know what's more surprising – the fact that Boro chairman Steve Gibson wrote back in equally tongue-in-cheek, but incredibly polite, letter of refusal, or that he chose relative novice Gareth Southgate as the man for the job. The rest boggles.



CV "Maths GCSE: useful for working out points and stuff."

Dear John

Many thanks for your recent application for the Managerial position at Middlesbrough Football Club

You were of course the outstanding candidate but after careful consideration we decided against your appointment. Quite frankly we were of the opinion that your tenure with us would have been short lived, as your undoubted talent would result in one of the big European Clubs seeking your services.

The reply

LUXURY

Are *you* the world's richest PlayStation fan?

Then you'll want some of this stylish, PlayStation-branded lifestyle tat – oh, sorry, 'exquisite finery'. Pop into the Sony store in Aoyama, Japan, and you can buy Sony-branded in-ear headphones to listen to your favourite Sony artists while gazing at a photo of your beautiful wife bordered by an expensive Sony picture frame. And it doesn't stop there – you can buy a bag branded with the ◎, △, ⊗ and ○ symbols, a gentleman's wallet and loads more useless gubbins you don't really need. If we had money to waste on flash PlayStation lifestyle gear, then we'd buy these three first...

1 PlayStation watch

Never be late for an online gaming appointment ever again with this glossy 'clear black' watch. It doesn't really do anything besides tell the time and look nice strapped to your arm, but that's all a watch needs to do – and it'll make the ladies come flocking. Guaranteed.

2 Sony dinner service

Hosting an upmarket dinner party? Then you'll need this exclusive PlayStation corkscrew to open your upmarket wine, and an exclusive PlayStation wine glass to drink from. Then eat your upmarket pizza off your exclusive PlayStation plates. Fool.

3 Fashionable pullover

This finely-woven top carries the PlayStation symbols on its label and feels soft as silk dipped in butter. The only downside is, if you want people to know you're wearing it because you're a PlayStation fan, you'll have to take it off to show them the symbols.

CONFESSION

"My frustrated voice actor shame..."

Andy Kelly | Bath

EMAIL PSM3 @
Got a confession? Then we'll print it. Email us: psm3@futurenet.co.uk

Confess! Confess!
These days voice acting is common as muck, but back in the day you had to use your imagination to suss out a character's personality. I grew tired of reading line after line of text in *Final Fantasy VIII* and started 'doing' the voices myself.

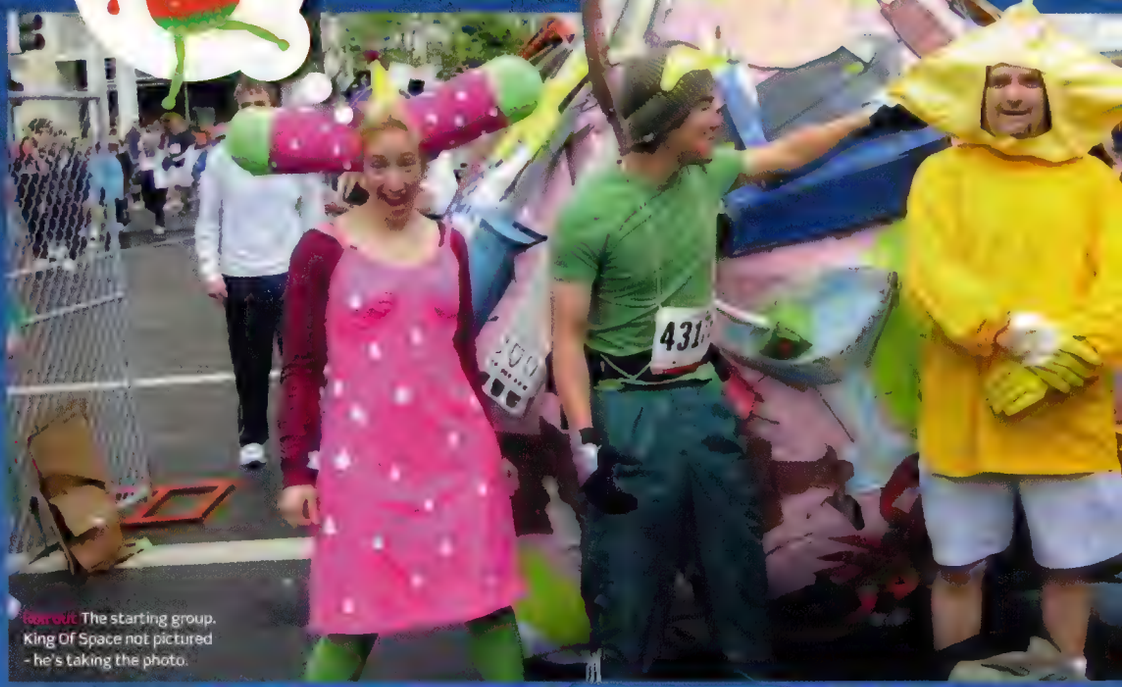
Are you serious?
Totally. I gave Zell a thick New York accent, Squall sounded like an extra from American Pie and I'd adopt a slightly higher pitch for the girls. The worst thing was that sometimes I wouldn't even realise I was doing it. "Feel the power of Zarpon, you Bobolian fiend!" I'd yell, just as my dad was walking past my bedroom door.

Did you do this the whole game?
No, no. Just for certain scenes. I'd also do 'improv' during fights, barking commands at the party as I'd select them on the battle menu. "Take a bite of my fireball sandwich, asswipe!" I'd say in plummy Shakespearean tones.

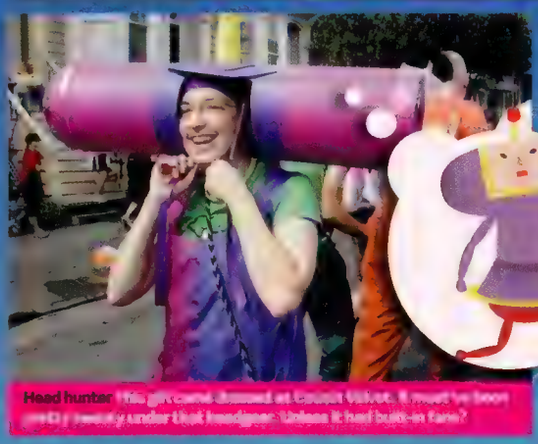
Do you still do this?
Thankfully, no. The dawn of voice acting saved me from further shame. But I do miss it. Actually 'being' the characters was a lot more involving than relying on some has-been actor to listlessly read out the script. Square should have put me in charge of the voice-acting for *FFXII* because I'm brilliant at it.

Are you mental?
Yes. Very much so.

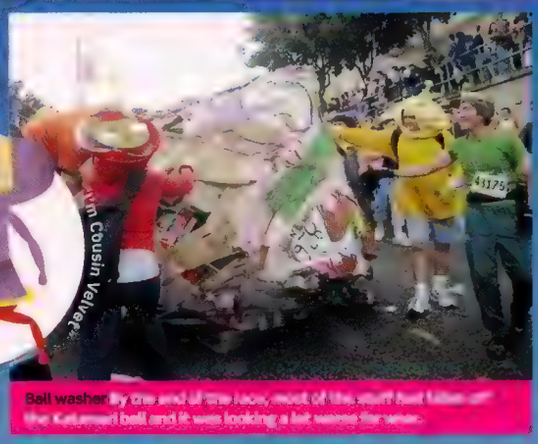
Executive box The ball started life as 24 cardboard boxes, stuck together with loads of glue, tape and staples.



Fearless The starting group. King Of Space not pictured - he's taking the photo.



Head hunter The girl came dressed as Cousin Velvet. It must've been pretty sweaty under that headpiece. Unless it had built-in fans?



Ball washer By the end of the race, most of the stuff had fallen off the Katamari ball and it was looking a bit worse for wear.

Crazy Katamari fans roll for real

Andy Kelly

A real-life, full-scale *Katamari* ball and a squad of costumed cousins joined with The King Of All Cosmos – aka San Francisco resident John Daniel – to tear up the streets in the city's annual Bay To Breakers foot-race. The event began with 15 friends, 24 cardboard boxes and 52 sculptures. "The final diameter was eight feet," recalled John. "People who recognised us squealed with delight, sang the theme song and even helped us roll." The team rolled their Katamari for a staggering five and a half miles. "I was using my booming voice to convince people to move away, lest they get rolled up by accident," John said of his experience as our favourite galactic monarch. "The ball's sturdy structure let us get up to all kinds of mischief, from people laying down in front of it to a group of fellow runners dressed as Smurfs who briefly commandeered the ball while their buddies smurf-surfed over it." Summing up the experience, John said: "How often do you get to put yourself into a life-size version of your favourite game?" So how about it, readers? Get inspired, recreate your favourite PS2 moments and send us the evidence. How far does *your* love of games go?

"The final diameter of the ball was 8ft"

"The *Katamari* team have been disbanded by Namco, but the series may return..."

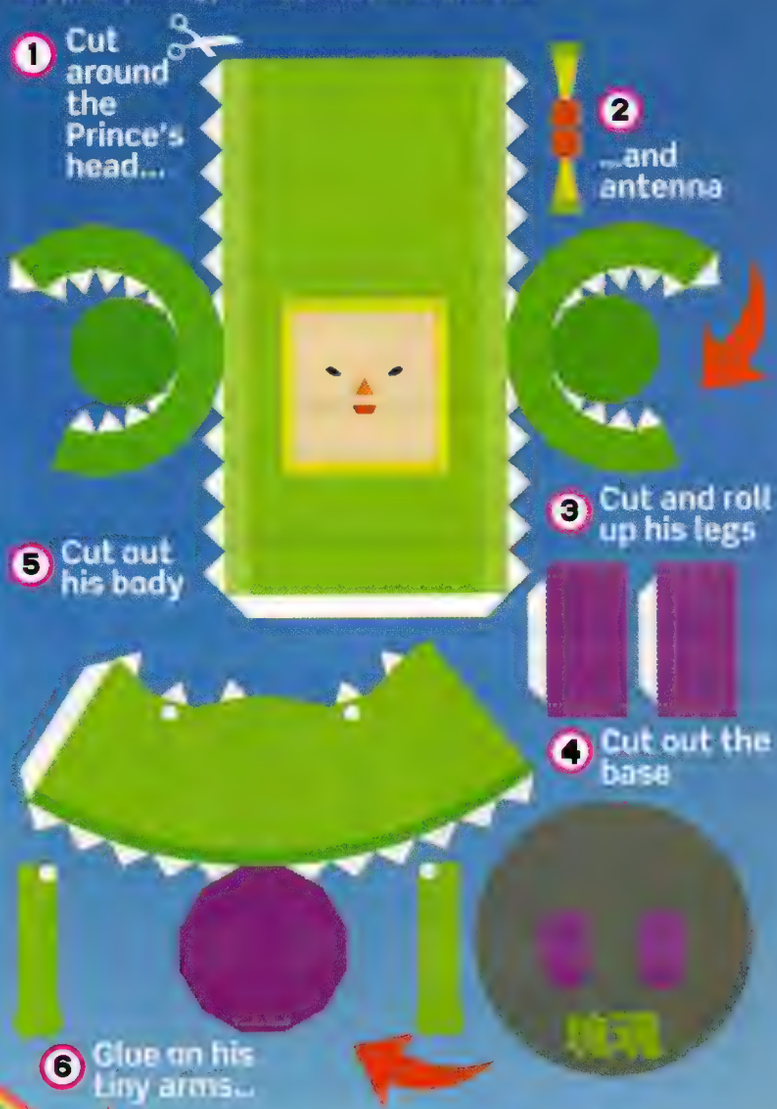
Nutter The guy was dressed as Mike, the conehead captain.

Helping hand By the end of the five mile jaunt across [illegible] other users had joined the group.

CUT & PASTE

Make your own Prince

[illegible] Then here it is. All you need is a pair of scissors, some glue and the image below. Simply cut the Prince out, glue the tabs and the King Of Space is your uncle – a 3D cousin to sit proudly atop your telly. If you don't want to cut up your shiny new mag, just make a photocopy – it'll work just as well.


1 Cut around the Prince's head...
2 ...and antenna
3 Cut and roll up his legs
4 Cut out the base
5 Cut out his body
6 Glue on his tiny arms...
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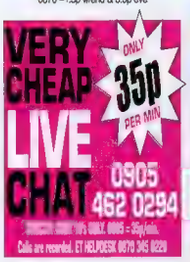

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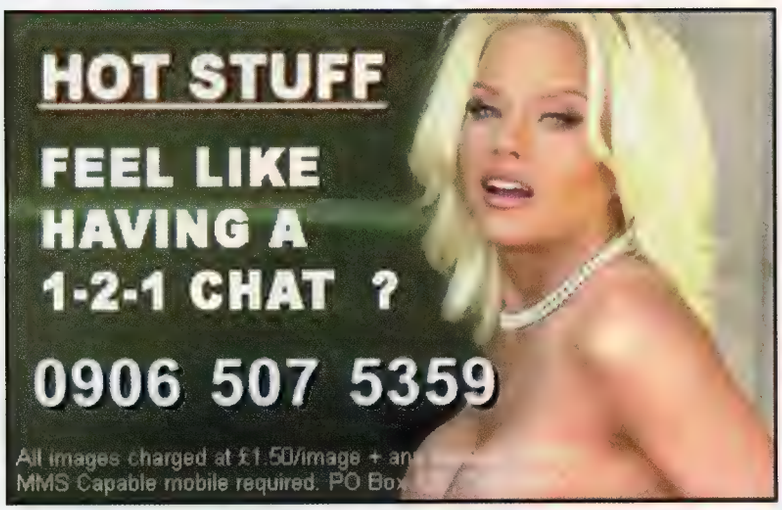

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Flavor Flav's guide to overclocking

"Yo! Flavor Flav in the Hiz-ay! If, like me, you've read and enjoyed panel 15 on page 120's PSP homebrew feature, you might be interested to learn that 'increasing the speed of the processor' on your PSP is known by some - well, not many, but a few - people on the internet as 'Overclocking' and if you, er, look at my... er, chest... with the erm, giant... clock... you can tell that... crikey, erm, look, this joke was a lot funnier in that meeting. That's right, *funny*. If you've got a less convoluted visual gag or might be interested in buying a spine-bending grandfather clock on a string, write to us. And while we're at it, bidding for a chuffing ridiculous gold crown starts at two used PSP games and a V2.71 firmware disk. Word!"

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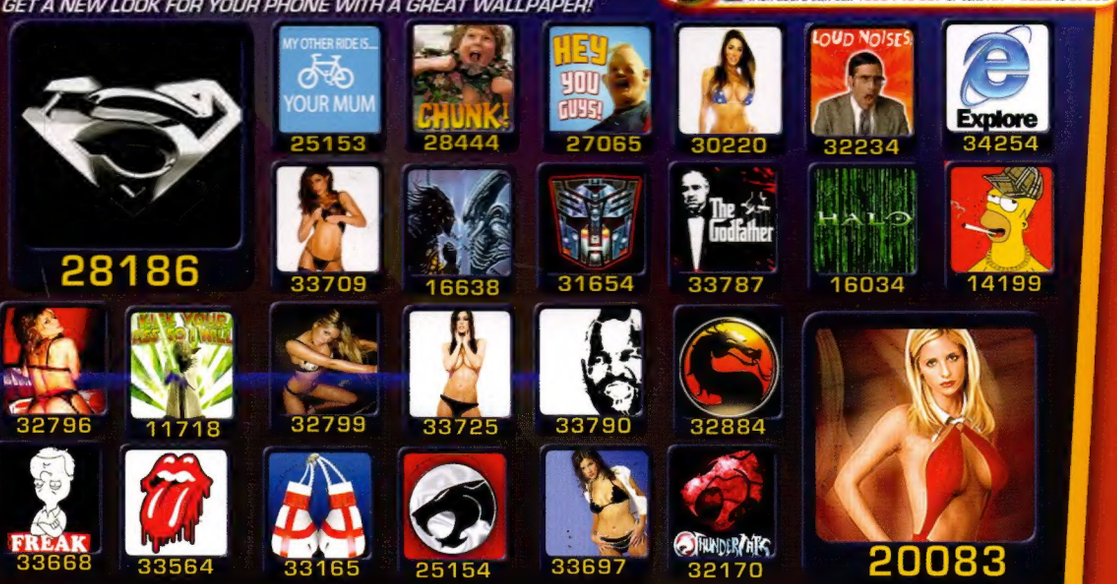

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